

WINGS

OF THE VALKYRIE



AN ADVENTURE SUPPLEMENT FOR

by ROB BELL

CHAMPIONS
THE ROLL PLAYING GAME

WINGS OF THE VALKYRIE™

A Champions Adventure by Rob Bell

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INTRODUCTION



Wings of the Valkyrie is a *Champions* module intended for 4-8 player characters ranging from 225 to 275 points. It can easily be converted for use with *Danger International* or *Super Agents*, and can provide the basis for a *Justice Incorporated* adventure. It is designed to test the wits, tactics, and role-playing abilities of Hero game players. It was originally run as a *Champions* tournament for GENCON XIX. Players that wish to actually play in this module should read no further.

FORTHEGAMEMASTER

Wings of the Valkyrie was created for use with the Hero game system and is divided into three main sections. The first, the **Mystery**, will force the players to unravel a puzzling murder. In the second part, the **Setback**, the players must race against time to save their lives. In the **Finale**, the players go back in time to 1931 to confront the source of their problems. There, they will have to come to a decision about a fundamental philosophical dilemma.

Wings of the Valkyrie was written with a format that will make the module easy to use. Information is placed where it will be needed by the GM as he **runs** the adventure. However, this will probably make *Wings of the Valkyrie* seem disjointed and confusing at first glance. Don't despair! By the time you finish reading the module, everything should have fallen into place. And when you actually run *Wings of the Valkyrie*, we hope you'll appreciate this new format.

The adventure can be gamemastered with a wide range of pacing. In a tense tournament atmosphere, the entire module was completed in eight hours. In a more relaxed campaign environment, each section of *Wings of the Valkyrie* could provide an evening's entertainment or more.

CONVERTING TO OTHER HERO SYSTEMS

Although intended primarily for use with *Champions*, *Wings of the Valkyrie* can be easily converted to the other Hero game systems.

Super Agents

Use *Wings of the Valkyrie* as it is presented here, but turn Weismann's supergroup into a group of 75 point super agents. For example, White Rose could be a 23 dexterity martial artist and Sampson a strongman with heavy armor. Weismann would expect to use advanced technology like kevlar vests and laser carbines to succeed in Operation Valkyrie.

Players in this scenario would be sent by their agency to thwart Weismann and his team of agents. As such, they would certainly be provided with a double load of equipment, and whatever support they requested.

Danger International

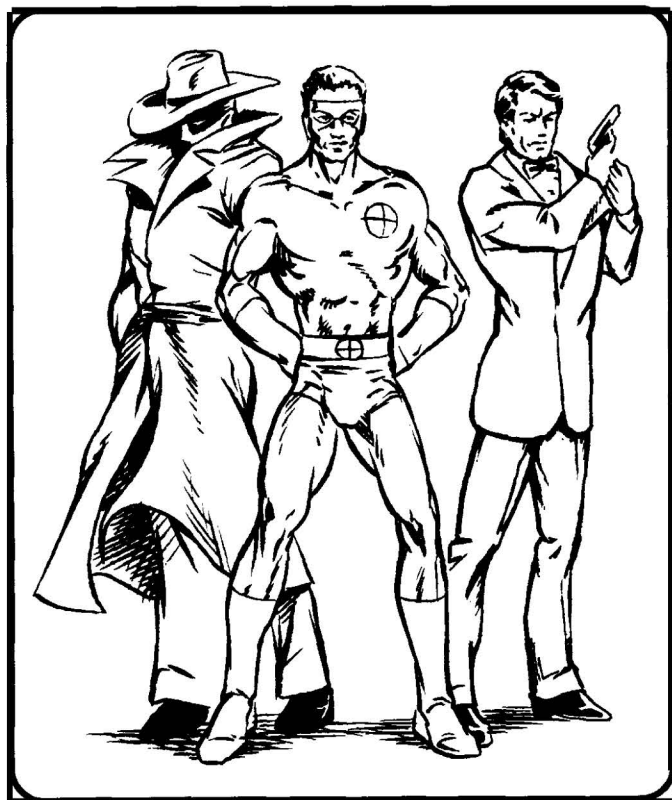
This presents more of a challenge for the GM, since many *DI* characters are not designed for maximum combat efficiency. Therefore, reduce the Children of the Holocaust to 50 point agents with weapons.

In this case, Weismann will have to have a secret weapon; otherwise, there would be no way for him to overcome SS thugs, French Gendarmes, and his other adversaries throughout this adventure. Assume that he has acquired a supply of N-345, a powerful military nerve gas. Loaded into the grenades of his grenade launcher, Weismann intends to use the N-345 to kill off the Nazis.

Players in this situation must stop Weismann while at the same time staying clear of the lethal gas. Perhaps the climactic confrontation should not take place in a the *Burgerbraukeller* beer hall but in some quiet Munich hotel room. It's up to you.

Justice Incorporated

Most *Justice Incorporated* campaigns take place within the 1930s. Perhaps our two-fisted heroes could meet Weismann's group and notice their strange, anachronistic mannerisms. The players could then follow these strange people and confront them, as described for *Danger International* players.



TIME

Excerpts from Litvak II's speech before American University. Fourth of a series entitled: "Physics is Fun".

Time. Time is the fourth dimension, a logical extension of the other three. It is **important** that we don't try and make time seem like more than it is. As a temporal physicist, I see too many people referring to Time with a capitol "T." Time is only another dimension for man to travel in, like up, down, or sideways.

Now don't get me wrong. Traveling in time is a little more difficult than traveling in three-dimensional space. I'm not saying that it can't be done. But using a temporal displacement device — or a time machine, to those of you that read science fiction — is no simple task. In the world of 3-D, you can always hop on your bike and pedal from point A to point B. When travelling about the timeline, you are much more limited. Sometimes you can't get to point B, and sometimes you can't leave from point A.

A useful analogy for time travel would be a subway system. A subway system has a limited number of entrances and a limited number of exits. You can't simply "get on" a subway like you can get on a bicycle, you have to go to a subway entrance. Likewise, you can't just get off the subway, you have to wait for a terminal before you can leave. Once you're in a subway you can ride around as much as you'd want, yet you can only get in and out at certain places.

Traveling about the **timeline** is theoretically very similar. We can't simply force our way into the **timeline** any more than you can enter the subway from your backyard; we must wait for weak-points in the timeline. These weak-points last for 2-3 weeks and occur irregularly: they average about one every two years. To "get on" the timeline, we must wait for one of these weak-points to arrive. Then we use a tremendous amount of energy to breach the walls of the time stream. You can think of this energy as our subway token.

Now, like a subway, we can't just get out of the **timeline** whenever we want: we have to find another weak-point along the line. Once we get onto the **timeline** we can pick any weak-point date we want, but it must be a weak-point. We can't force our way out any more than you can dig your way out of a subway tunnel.

This of course begs the classic question: can you change the past? The answer, ladies and gentlemen, is both yes and no. From my personal experiments, I have discovered that time, like the other three dimensions, possesses a powerful inertia. I'm sure most of you have seen *Back to the Future?* Let me assure you that time is nothing like that. There's almost no way that you could accidentally change the timeline, since temporal inertia resists any movement. It takes a major force, a major change if you will, to overcome the timeline's tendency to resist change. Moreover, like a river with a deeply cut bed, time has a preferred course to follow. To actually change time would require you to buck the **timeline** out of this course.

For example, say that I went back to July 14, 1961, and dropped a nickel on 42nd street in New York. This is obviously only a small displacement of what was expected, or what should have happened. The **timeline** would not really be affected that much, and it would soon resume its previous course. Before long, it would be as if nothing unusual had happened.

Now it is possible to change the course of the timeline, if enough force is applied. Harking back to the river analogy,

it would be like blasting out a new course for the water to follow. Say, for example, that someone went back to February 12, 1979 and vaporized The Rocky Mountains with a ray gun. Since 1979 is close to the present and since this would be a massive force, the course of the **timeline** would probably be bucked beyond its banks. The course of the timeline, and thus the course of history itself, would probably be changed in some way.



An important factor in all this is how far back in time you go. The further from the present that you travel, the more inertia the **timeline** has. It has, in effect, cut deeper into the background and has much steeper banks. Close to the present, the **timeline** is relatively easy to change, as I'll demonstrate in a moment. Further back, the task becomes much more difficult. According to my best calculations, dropping an atomic bomb on London in March of 1847 would have no affect at all on the course of history. It would be akin to trying to divert the Colorado River from its course in the Grand Canyon. Detonating the bomb might cause a small temporary displacement, just like the nickel. But over the years, the **timeline** would work back into its original course.

In fact, it is possible for the **timeline** to acquire so much inertia that my "time machine" can't even open up a weak point. Today we are unable to go further back than a temporal weak-point in January, 1812. Going back that far, our ability to alter the course of the **timeline** would be nil. Indeed, we'd be little more than shadowy apparitions, unable to have any effect on the real world and unseen by its inhabitants.

The farthest we can go back and alter the **timeline** is about 1931. We're currently studying a weak-point that seems to be filling itself in at September 5, 1931. It is estimated that in a few more months we will be unable to have any further affect- for good or for bad-on that year. Thereafter, the earliest date that we will be able to affect will be November 6, 1935.

Now ladies and gentlemen, many of you are probably wondering how I have avoided changing the past up until this point. After all, even with the temporal inertia and preferred course of the timeline, mightn't I do something foolish?

To prevent this, I have developed my own invention, a "temporal chronograph." This chronograph taps into energies of the **timeline** itself and keeps track of what effect a time traveller's actions have had on the timeline. It would even be able to show when a time traveller has altered the past enough to have a lasting effect on the timeline. For example, remember that time-tripper I mentioned earlier who vaporized the Rocky Mountains? His chronograph would no doubt go right into the red zone.

A somewhat exciting side effect of time travel is temporal leakage. Assuming that history has been changed, people near enough physically to a time machine will temporarily remember the original course of the timeline, not its new course. The **timeline** will recognize this paradox, and slowly these "out of place" memories will begin to flicker out. They will be replaced by what happened historically — what the new course of time says happened.

Now that was pretty complicated. To make it easier to understand, I've prepared a little demonstration.

[Litvak unveils a small time machine and a *large* firecracker.]

This is a time machine—a small one. We are at this very moment in a time-line weak-point. We can send something back, going in and out of this very weak-point. It would be like entering a subway by one flight of stairs and leaving it by a different one. Here goes, I've set the machine to five minutes.

[Litvak puts the firecracker in the time machine, lights the fuse, **and pulls** a switch. The firecracker disappears. Suddenly, everyone remembers that five minutes ago a firecracker appeared in the middle of the table and exploded. At the same time, the audience can clearly remember that nothing of the *sort* occurred. They thus have two memories of what "**really**" happened.]

You are now experiencing the proximity affect that I mentioned earlier. Since you were so close to the time machine when it was used, **you** now have two memories: what the history used to be like, and what history is like now.

[The memories start to flicker. First the audience remembers the table with the firecracker and then they remember it without a firecracker. First one memory seems real, then the other. It is very disconcerting.]

The **flickerings** that you are now experiencing is a result of the **timeline** trying to re-establish itself firmly in its bed. Your memories are like little eddies left as the river reaffirms its banks. As it fixes itself of the little diversion caused by the firecracker, your initial memories of what happened will slowly fade or flicker out.

[Almost on command, the flickers slow down, then stop. All the audience can remember is that a firecracker appeared from nowhere and landed on the table. They no longer feel that there "**truly**" was a time when there was no firecracker there.]

Ladies and gentlemen, you have just seen a demonstration of all of my principles at work. The firecracker did travel back in time, and your memories have been altered enough so that the **timeline** is reasonably consistent. You shouldn't have to fear that my little demonstration altered history too much: even after five minutes the **timeline** has enough inertia to resist the pressure of one firecracker. I hope that I haven't taken up too much of your time; remember, physics is fun.

INVOLVING THE PLAYERS

Regardless of which Hero Game system is being used, getting *Wings of the Valkyrie* started should not be difficult. In the midst of the local college campus (the University) the players hear gunfire from the Physics Building. Once they hurry over and what curious player characters **wouldn't**—the adventure is begun.

Getting the players onto the campus in the first place shouldn't be any problem. If one character is a scientist, perhaps he was working late in his lab and hears gunshots. Maybe a character is taking night classes to further his education. If you have a player-character who is a student, then say he was studying late in the college library.

THE TIME MACHINE

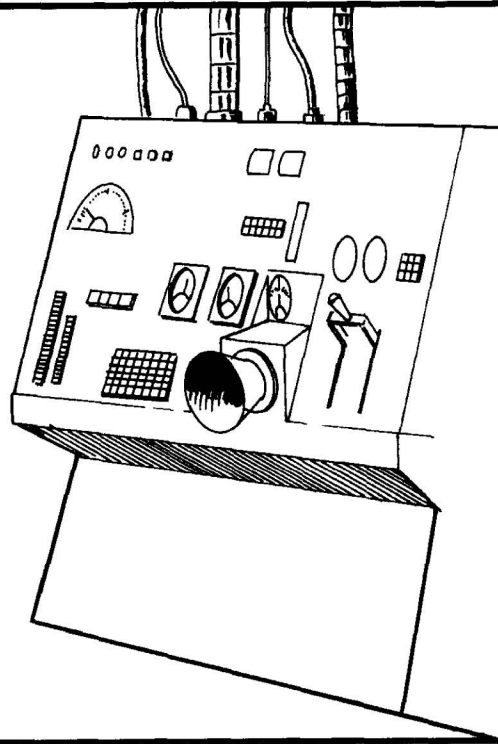
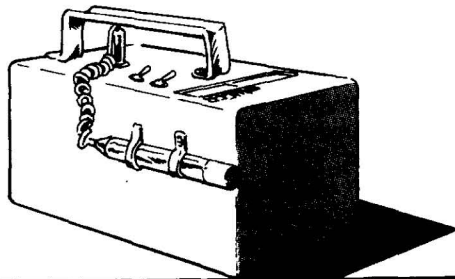
Time Machine: 15" Dimensional Teleport, 1 Floating Location, x32 mass. **Base Cost : 60pts.**

Usable on Others (+1/2), Area Affect (+1).
..... **Active Cost: 150pts.**

OAF (-1), **Huge**(+1/2), End Battery with 30end (-1), Only affects a 10' cube of volume (-1/4), Needs appropriate science to operate (-1/2), Only travels on **timeline**, not in real world (-1), Can only travel to predetermined **timeline** weak-points (-1). **Real Cost : 24pts.**

Temporal Chronograph: Detect Time displacement. Analyze, **Sense**, +1 5 to perception roll.
..... **Base Cost: 50pts.**

OAF (-1). **Real Cost : 25pts.**





THE MYSTERY

The Mystery This section of the module takes place today, in the heroes' home city. As the mystery unfolds, the players will become acquainted with their adversaries. By steadily uncovering clues, the players will be able to form their own conclusions about what motivates Henri Weismann and the Children of the Holocaust.

RUNNING A MYSTERY

In running a mystery, there are several stylistic gimmicks that you can use to make it more enjoyable for your players.

- 1 — Don't give away clues. The players, be they spies, super agents, or superheroes, should have to work to find their clues. If the GM simply spoon-feeds his players, there will be no feeling of accomplishment as each stage of the mystery is solved.
- 2 — Conversely, it is important not to let your players get too frustrated with a difficult step in the mystery. Don't let them feel that they've reached a dead-end — one that leaves them with no leads to investigate. In a role-playing atmosphere, it is easy for a player to simply forget the hints that a GM has subtly woven into conversations or settings. To help prevent frustration, the GM can help the players remember the leads that they already have. While the GM should not come out and say "This is important," he can repeat what the players have previously heard and learned. Sometimes, simply reviewing the facts with the players can get the adventure moving again.
- 3 — Don't let any of the players feel left out. Sometimes during the investigation of a mystery a player will feel that his character is useless or irrelevant. Don't let this happen, it's a sure-fire way to kill interest in the adventure. Take steps to make everyone feel important. If one of the PCs only has combat skills, put in at least one scene where his prowess will be important. You get the idea.
- 4 — Most importantly, you — as GM — should understand precisely what happened over the course of the mystery. Know exactly who committed the murder or stole the jewels. Decide on a motive and *modus operandi*. While it's not necessary to memorize every niggling detail of the crime, make sure that you can answer the crucial 5 questions about the mystery:

Who did it?

Where did it happen?

When did it happen?

How did it happen?

Why did it happen?

Knowing all of these things will allow you to improvise, a crucial ability for running a good mystery. There is no way that you can prepare for everything that the players will think of. By understanding what actually did occur, you can dole out your information clue by precious clue, regardless of what the players choose to investigate.

- 5 — Finally, reward player intelligence. Don't punish your players for coming up with original ideas. Often, especially with large groups of players, someone will make an intuitive leap or a lucky guess. If appropriate, let the players follow up on their guesses. If they're smart enough, let them avoid the pitfalls and red herrings that you have set out for them. This makes the mystery more fluid as well as more realistic. It's not much fun for the players to simply follow a linear progression of clues. Once the players realize that their own original ideas can affect the adventure, they will be able to more fully appreciate the intricacies of the mystery itself.

This last tenet is particularly important for *Wings of the Valkyrie*. Do **not** try to funnel the player's energies along the lines provided. Never say "Do you investigate Aramschan's background or do you go to his house?" Instead, use the more open, "What do you do next?"

Just as important, each team of players, be they *Champions* superheroes or *Danger International* spies, has its own contacts and methods, its own assets and disadvantages to bring into this adventure. The GM should fine-tune the **Mystery** so that it meshes properly with his campaign.

WHAT HAPPENED

With that said, the first thing is to understand just what happened in *Wings of the Valkyrie*. Dr. Jacob Litvak is a temporal physicist who has been directing a government sponsored project to develop an operational time travelling machine. The small prototype was finished 2 years ago, and the large-scale model is rapidly nearing completion. When finished, this device will be able to transport a 1 O'cube (1000 cubic feet) of mass back into the past.

Yet Litvak and his cohort Henri Weismann have an ulterior motive in working on the time-machine technology. Both men are survivors of the Buchenwald prison camp. Weismann, an ex-spy, realizes that the device might be used to somehow prevent or ameliorate the holocaust.

With this in mind, Litvak found a **timeline** weak-point which opened in the 1931. At Weismann's urging, he assembled a list of names of prominent Germans who were "responsible" for the holocaust. If all of these people were killed, Litvak has mathematically determined that the holocaust would certainly not occur. He knew that once in the past, he could use his Temporal Chronograph to determine just when the **timeline** had been altered enough to prevent the holocaust.

Weismann, using Litvak's list as guidance, dug into historical records and discovered that most of the names on Litvak's list would be in or near Munich on September 18. Weismann formulated a plan called Operation Valkyrie; this was the same name given to the plan to assassinate Hitler in 1944. According to **the** new Operation Valkyrie, Weismann, Litvak, and five superpowered survivors of the holocaust would use Litvak's time machine to go back in time to 1931. There, Weismann's aptly named *Children of the Holocaust* would kill the Germans on Litvak's list and prevent the holocaust from ever occurring.

But this plan hit a snag. The 1931 **timeline** weak-point was filling in even as Litvak's top-secret group of scientists was completing its work on the time-travelling machine. Weismann feared that if he waited for traditional channels, the opportunity might be lost forever. After all, the 1931 weak-point would only stay weak for a few more months of "real time." And by November 6, 1935, the next **timeline** weak-point, the Nazi party would be firmly entrenched in Germany. By then, there would be no real way to prevent the holocaust from occurring. Weismann had had too much experience with governmental bureaucracies to hope that the U.S. government would move quickly enough to catch the 1931 weakpoint before it became completely closed off. Besides, he had no reason to believe that the U.S. would try to prevent the holocaust even if it had the opportunity. Stopping the holocaust would greatly change the course of history: Weismann knew this. To Weismann's eyes, American officials would have every reason to try to keep history the way it already was; history has been kind to the United States.

Thus, Weismann decided to take matters into his own hands. He convinced Litvak to construct his own time-device in his attic. This device was identical to the one that Litvak used in the lab, but was missing several crucial components. These one-of-a-kind components, the result of years of work, were of course in the government sanctioned **time-machine** in the University lab. Security at the lab, directed by FBI agent Jonathan **Matlock**, was so tight that not even Litvak himself could remove these all-important parts.

Weismann realized that the only way out of this dilemma was to covertly steal these components. Since he had daytime access to the lab in his Dr. Forrestal alias, **Weismann** could easily examine the high-tech alarm systems that provided the primary security for the lab at night.

But even with this first hand knowledge of the alarms, Weismann could not break in by himself. He had been trained as a field agent, not an electronics expert. Although he knew 14 different ways to kill a man with his bare hands, he knew only slightly more about locks than your average fast food waitress. Moreover, the **Mossad** (Israel's Intelligence Service), which had long been wary of Weismann's motives, would certainly not help him to learn to circumvent security devices. Weismann used his Streetwise contacts to meet Sharkey Malone, a master criminal who could help him out. Malone is an excellent burglar; there are few alarms or locks which can even slow him down. Weismann enrolled his help by promising him \$5,000 before and after the job, an expenditure of \$10,000 in all.

As an added protection, Weismann paid the nightly University policeman, Stephen Aramschan, \$10,000 to stay away from the physics building for the duration of the break in. Aramschan, a seedy low-life, was not averse to making money at the expense of others. He even took pictures of

Weismann during their clandestine meetings preceding the robbery. Weismann, trained spy that he was, noticed Aramschan's hidden camera, but didn't say anything. After all, if Operation Valkyrie were successful, history would be changed radically, and it wouldn't matter that Aramschan had blackmail material.

That was the plan. Aramschan was to report to duty at 7:00, then go "use the bathroom" for approximately 45 minutes, from 8:00 to 8:45. Weismann, Litvak, and Malone would break into the Physics Building and evade the alarm systems. Litvak, guarded by Weismann, would identify the components that he needed from the government **time-travel** device and take them with him. The theft would not be discovered until the next morning, and there would be no evidence to incriminate either Litvak or Weismann. Litvak would complete the time machine in his attic. Using this, Weismann and his Children of the Holocaust would go back in time and prevent the holocaust.

Yet this plan, so carefully constructed, did not go off as planned. (Had it worked, the players would have had no way to get involved.) On his way to work, Aramschan was in a catastrophic car accident. High on cocaine that he had purchased with Weismann's money, Aramschan never saw the truck that blind-sided his Honda Civic.

Aramschan's boss, Speck "**Sarge**" Daley, realized that Aramschan had not reported for work. Filled with disgust, this crusty ex-marine went over to the Physics Building to fill in for his missing guard. Daley quickly noticed that the alarms at the Physics Building had been carefully disabled, and heard footsteps. Drawing his service pistol, Daley confronted Malone, who immediately surrendered. But Daley had not seen Weismann, and concentrated just on handcuffing Malone. While Daley was thus distracted, Weismann crept up silently behind the guard and stabbed him in the back. Sarge tried to turn, and did succeed in firing his gun several times, but the wound was mortal. It was then 8:22.

Weismann's plan was now ruined. The gunshots would doubtless be heard all over the campus. He cursed himself for not keeping a better lookout for security guards. He grabbed Litvak and the pair ran with the stolen components to Litvak's nearby house. Meanwhile, Malone sprinted to a nearby University parking lot, hot-wired a car, and drove home.

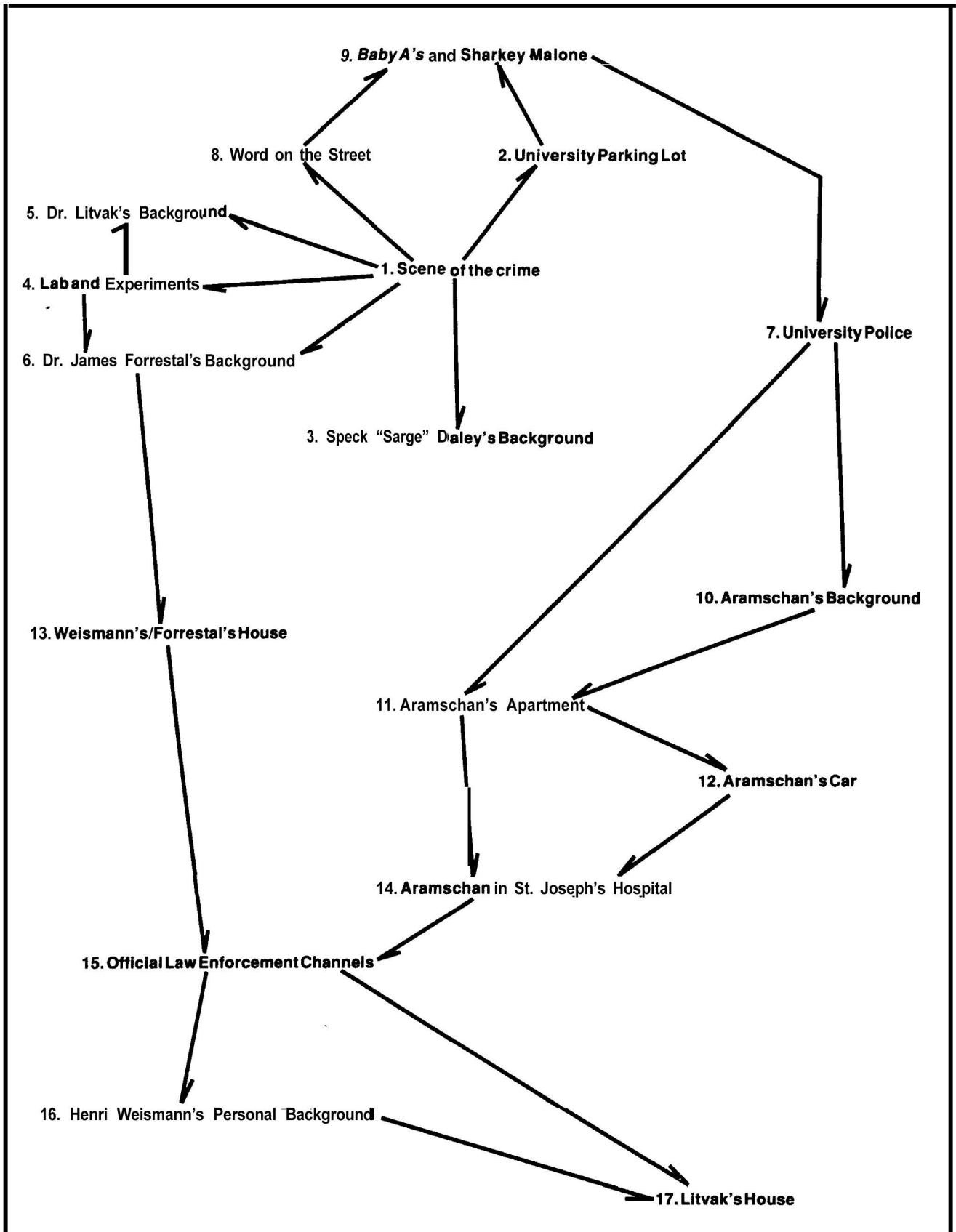
This is the situation when the characters arrive.



USING THE FLOWCHART

This flowchart is intended to help you run the **Mystery** section of *wings of the Valkyrie*. It shows the most likely way(s) the PCs will investigate the mystery that begins at the scene of the Crime (#1). As the players progress through the mystery and uncover evidence, you can use the flowchart to track their progress. The flowchart will also let you to keep one step ahead of the players, and see where their investigations are likely to lead next.

At the same time, the flowchart should be a play aid, not a straitjacket. As mentioned earlier, if one of the players makes a deductive leap, let him run with it. Also, if you feel confident with your knowledge of *Wings of the Valkyrie*, you can dispense with the flowchart altogether. Just do what works best for your campaign.



FLOWCHART OF THE MYSTERY

PEOPLE & PLACES

1. Scene of the Crime (8:25)

The Physics Building is a four story structure filled with classrooms, labs, and teachers' offices.

- A) Speck Daley lies dying on the floor. On the wall next to him is a pay phone.
- B) These two large glass doors serve as the main entrance to the Physics Building.
- C) This is the large security door leading to Litvak's physics lab (Def 9, Body 8). It is locked and has a large sign which reads:

KEEP OUT
AUTHORIZED PERSONNEL ONLY
TRESPASSERS WILL BE PROSECUTED

In general, the hallway is clean, and the building appears to a fairly typical college Physics Building.

As the heroes enter the scene of the crime, the first man that they're likely to notice is Daley. Daley is a former Marine Gunnery Sergeant who served in Korea. He wears the standard University Police uniform and has a **white** crew-cut. Daley is dying from the knife wound; internal hemorrhaging has assured his fate. No Paramedic or Healing can save him.

When the first character comes within sight, Sarge will hold out his hand. Although losing consciousness, this old leatherneck wants to make one last testament. Assuming that at least one character is willing to comfort him, Daley will gasp out:

*"Gunnery Sergeant Speck Daley, SIR! . . .
/se just trying to cuff this thief I'd caught . . .
must've had a buddy that I didn't see.
Sneaked up behind me, with a knife . . .
never heard a thing.
It's funny, If Steve'd shown up,
it'd been him instead of me . . ."*
Daley's hand clenches, and he dies.

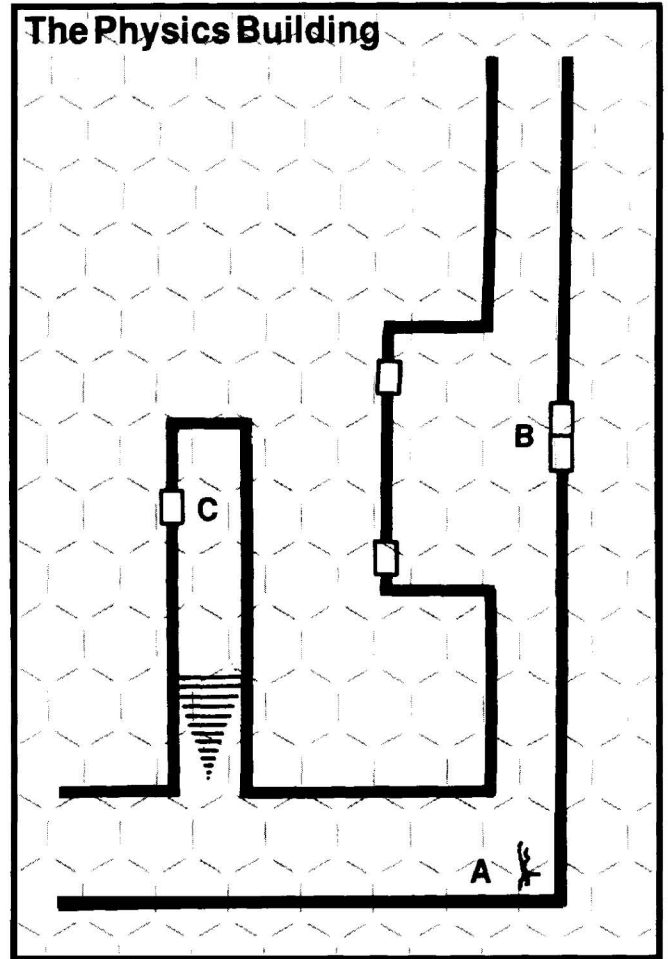
INVESTIGATING THE SCENE

The players may now use special skills or powers to learn more about the situation.

Detective Work or Forensics: A successful roll will reveal that Daley was killed by a stab in the back by some sort of bladed weapon. There is a bullet hole in the wall in front of Daley, which looks like it came from his gun.

Paramedic or Healing: The wound in the Daley's back looks like the work of a professional; whoever it was knew precisely where to stab the guard.

Tracking Scent: Characters that can track will be able to follow Sharkey Malone's scent that leads out of the building. Weismann took precautions to make sure that both he and Litvak left no scents, but did nothing to help Sharkey. Malone's scent will lead to the Parking Lot (#2)

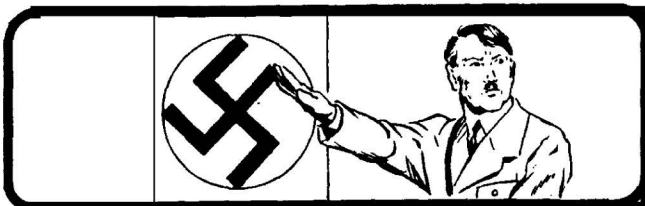


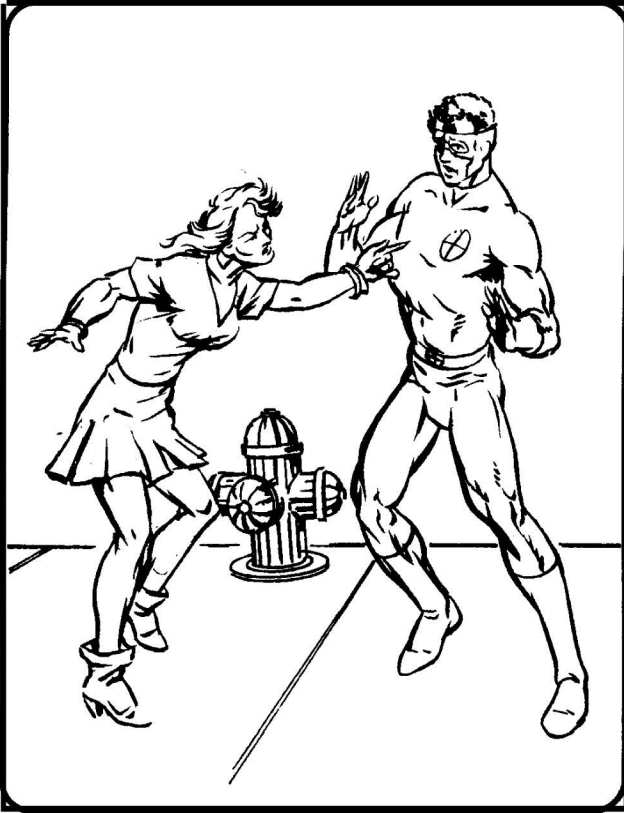
Characters can also try to examine the lab behind the locked door. Any number of stratagems will work, from N-ray vision to brute force. Once past the door, the characters will find a tidy physics lab with all of the expected props. Unless one of the heroes has an appropriate academic knowledge, the PCs will be unable to determine what the lab is used for. A trained physicist or mathematician, or someone with computer skill and a few minutes, could ascertain that temporal experiments were being carried on in the lab.

After a few minutes of looking around, the characters will be interrupted by four University Policemen. Use the Thug #1 statistics from *Champions II*. These underpaid guards have hurried over to investigate the gunshots that they heard. Once they arrive and notice Daley, one will break down over the body. "Oh, no, not Sarge," he will cry. The others will ask the players what happened.

Before the characters can finish explaining, two large black sedans will drive up outside the Physics Building doors. Out will jump eight men (use Thug #3 statistics) wearing navy-blue suits and dark sunglasses. The FBI has arrived!

Jonathan **Matlock**, the leader of the FBI agents, will immediately ask the players what happened. A pompous, overblown windbag, **Matlock** will loudly demand that the players leave the premises immediately. Shouting "You *don't* have security clearance!" at the top of his lungs, **Matlock** simply will not take "no" for an answer. Moreover, he will not listen to a word that the characters are saying. He will become especially presumptuous if the characters have overtly entered the lab by breaking down the door.





A sample exchange between **Matlock** and characters could go:

Matlock: *I want you out of my building in 30 seconds!*

Player: *But we just came in to help . . .*

Matlock: *You're coming very close to 'helping' yourself into a court appearance, buster. Get out!*

Player: *Daley told us something before he died . . .*

Matlock: *I don't care if he to/d you where to find the Lost Dutchman's treasure. I'm telling you to get out of here!*

You get the general idea.

Matlock is not averse to going over the players' heads, if need be. Although only a minor Bureau flunky, he can eventually muster considerable political or paramilitary firepower. In any case, he will get the players out of the Physics Building.

As they get ushered out, the players will run into two scientists dressed in what looks to be bath robes. These men are Dr. Litvak and Henri Weismann. Weismann is in his Dr. Forrestal persona. Both men look like they have just waked up and hurried over to the Physics Building to investigate the gunfire.

Actually, of course, the pair has simply returned to the scene of the crime to tie up any loose ends that might have been left in their hasty flight from the lab. Weismann will be shocked to see the heroes, and will make introductions perfunctory. If asked, both Litvak and Forrestal (Weismann) will be evasive about what they are working on in the lab.

The players have now, of course, met their primary antagonists for this adventure. When they later realize that they "shook hands" with the killers shortly after the murder of Sgt. Daley occurred, it will greatly heighten the drama of *Wings of the Valkyrie*. Note that if this encounter will spoil the Mystery (perhaps a hero has telepathy) then don't use it.

At this point, the characters will have a great deal to think about. They have just witnessed the aftermath of a murder: one they have no reason to believe will be investigated properly. The group will probably want to investigate the murder themselves in an attempt to make sure that the killer is brought to justice. If the players still seem uninterested in the case, have one of the University police mutter, "I hope this wasn't related to that Top Secret experiment." This should excite the curiosity of even the most lackadaisical, hardened supergroup.

This might be a good time to review the clues and leads that the players discovered. This is particularly advisable if different characters investigated different aspects of the murder — some went to the lab, others looked over Daley's body. From the *Scene of the Crime (#1)*, the players have many leads that they might wish to follow up. See the flow chart for a list of potential leads.

2. University Parking Lot

After a short period of time, the heroes will hear a screech from Jennifer Hayes, a 26 year-old Yuppie. Hayes is certain that she left her "new BMW in parking place 4C." With her face contorted in rage, will tell the players that she only just ran into the University Library to pick up some books.

What has actually happened is that Sharkey Malone — fleeing the scene of the crime — hot wired Hayes' car to make good his escape. If characters are astute enough to put out an All Points Bulletin (APB) on Hayes' automobile, the car will soon be found abandoned near Malone's home. Heroes that go to the car can ask neighbors where the driver went. The players will be directed to *Baby A's (#9)*, a sleazy downtown bar.

3. Speck "Sarge" Daley's Background

Digging into Daley's past will prove interesting, but not particularly useful. Daley served in the 1st Provisional Brigade in Korea, where he received 2 Purple Hearts and a Silver Star. Daley retired honorably from the Corps in 1975 and joined the University Police to supplement his retirement pension.

Daley, a 68-year old widower, was made Chief of University Police in 1984. This gruff, decorated ex-vet has served the University well since he was hired.

4. The Lab and the Experiments

Trying to investigate what type of experiments were carried out in the high-security lab will prove difficult. By going through standard University files, players can only determine that Dr. Litvak is carrying out some top-secret experiments.

Computer Programming or Bureaucrats: Characters making a successful roll can discover that the experiments are being carried out by a government-financed group of physicists under the direction of Dr. Litvak. Dr. Forrestal (Weismann) is a physicist from the University of Tennessee helping the project. The experiments, whose object cannot be determined by the players, are expected to be completed soon. See the flow chart for a list of potential leads.

5. Dr. Litvak's Background

Cursory research will reveal that Dr. Jacob Litvak received his PhD at the University of Berlin in 1936 at the extremely young age of 20. An innovative physicist, he immigrated to the United States in 1948. He has been a tenured professor at the University in this city since 1953 and has published numerous papers on temporal physics.

Deep Investigation: If the characters probe deeper into Litvak's character, a slightly different picture will emerge. Litvak, a German Jew, was interred at Buchenwald prison camp with his young wife Eva in 1941. Although he survived, Eva was killed in 1945 before the Allies could liberate the camp. Litvak immigrated to the U.S., and spent several years trying to locate members of his extended family. Being mostly unsuccessful in this endeavor, Litvak joined the University in 1949 and has pursued an ascetic, scholastic career since then.

6. Dr. James Forrestal's Background

A cursory search will show that Dr. Forrestal (Weismann) received his PhD from the University of Tennessee in 1973.

Deeper Probe: If the players actually call the University of Tennessee to confirm this, they will be greeted on the telephone by a receptionist from the Physics Department. "Yes," she'll assure them, "there was a Dr. Forrestal who received his doctorate in 1973. Would you like to speak to him?" The **real** Dr. Forrestal, whose credentials Weismann has been using, still works at the University of Tennessee. He will be understandably confused that someone else has been impersonating him.

This might make the players very suspicious of Forrestal. If they go to his house, go to #13.

7. University Police

If the characters try to check on University security, they will be directed to University Police Headquarters. At this small office they will meet some of the guards that they ran into earlier at the Physics Building.

Although distraught, the University cops will be happy to help the characters. One of them will mutter "It shouldn't have been the Sarge, it wasn't his shift tonight."

If the players inquire, they will discover that Steven Aramschan did not arrive on time to work his shift. Sarge Daley went over to the Physics Building to fill in for Aramschan. It **was** then that Daley was killed.

Bureaucrats, Persuasion, Mind Control, etc.: If the characters can bluff their way into Daley's office, they can look at Daley's files. Included are:

- A guard duty roster that clearly shows that Steven Aramschan was expected to patrol the Physics Building from 7:00 to 10:00.
- A fitness report on Aramschan. Sarge Daley apparently didn't think much of Aramschan: the ratings are almost entirely negative.
- Aramschan's address and phone number.

See the flow chart for a list of potential leads.

8. The Word on the Street

This can only be learned by characters that have Streetwise.

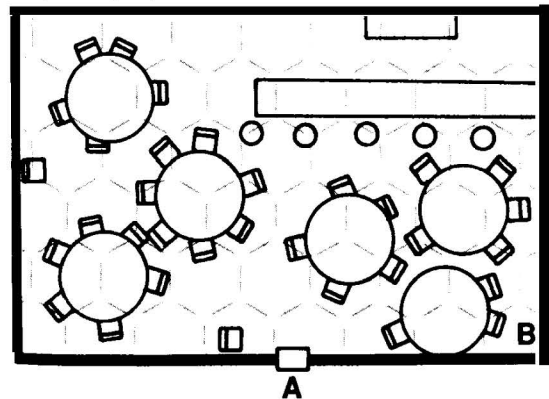
According to the 'word on the street,' Sharkey Malone is simply loaded with money. Apparently he has been spending money at a phenomenal rate by buying gifts, paying bar tabs, etc. and promising "There's more where this came from." Malone is known to be in Baby A's, a downtown bar.

Character might wish to go to Baby A's (#9) to confront Malone.

9. Baby A's and Sharkey Malone

A) This is the main door into Baby A's. It is an unlocked door which effectively hides the interior from the outside. Above it a green neon sign promises "Cheap Beer."

B) This is where Sharkey is sitting. He has pulled several round tables (Def 3, Body 6) together and is paying for the beer of everyone sitting at the tables. There is a bar and a few other patrons sitting at separate tables. There are perhaps 30 people in all.



As the characters approach Baby A's, they can hear raucous laughter coming from within. As they open the door, they will hear a slightly drunk man in the corner shouting to the entire tavern:

Yeah, I aced him. Cut him wide open. That cop never knew what hit him. Piece of cake. That's one old man that won't ever be collectin' a pension...

The person speaking (and lying) is Sharkey Malone himself. Malone has pulled several tables together and is maintaining a large audience of listeners by steadily providing free beer. He is, at the same time, filing a fourth notch in the handle of a long stiletto.

The Player Character may very well at this point burst into the bar to accost Malone. Remember, the players have no reason not to suspect Malone as the man who killed Daley.

Streetwise: Characters will remember that Malone is not known to be violent; indeed, many street toughs consider him a coward. The knife is not only out of place, it is doubtful that Malone even knows how to use it.

Characters with knowledge of knife-fighting or combat: These characters can note that Malone's knife looks extremely new. From the way the knife shines, it could easily have just been bought.



In any case, if the characters confront Malone, all of his bravado will instantly slip away. All of his "friends" will back away from the table and if given a chance will quickly leave the bar. Many of the customers of Baby A's are petty criminals, and will scatter at the first sign of law enforcing heroes.

This will leave only the heroes, Sharkey, and the bartender. Sharkey will plead with the players. Initially he will deny he was near the University and will try to conceal his knife. Once pressed, he will own up in an effort to shift the blame off of himself:

*I was paid ten thousand, man, fen thousand. The man just **told** me it was an alarm job. He said that he'd taken care of **all** the guards. Said there wouldn't be any. And then this old cop comes up and cuffs me. Then something happened to him, I didn't take time to look — I was a/ready running. I didn't want any **part** of that scene. I didn't know there'd be any killing. You know I'd never do anything like that . . .*

Sharkey is, of course, telling the truth. Sharkey can explain, if prompted, that some man (Weismann) approached him and offered him \$10,000 to do a job. He can give a passable description of Weismann, and says that he's afraid that the man that paid him will kill him for talking to the heroes. He will try to get some sort of protection from the players and will even be asked to be thrown in jail if the players offer him no other options.

If the players were trigger-happy and killed Malone, or if they search him, they will find \$3200 in non-sequential \$50 bills on his person. They will also find the knife, which upon closer inspection was clearly not the murder weapon.

GMs should note that this is a scene which is rich in dramatic/comic potential. Play up the seedy nature of the Baby A's clientele. These people will be shocked to see the heroes, and will do everything that they can to get out of the bar without being arrested. Sharkey is also a fun NPC; his extreme cowardice makes him a willing stooge for the players.

Long after this encounter occurs, Weismann will hear from his contacts that Sharkey spoke to the players. He will then go to kill Sharkey. Unless the players took precautions to protect Sharkey, Weismann will find and kill him, just to prevent any future "leaks."

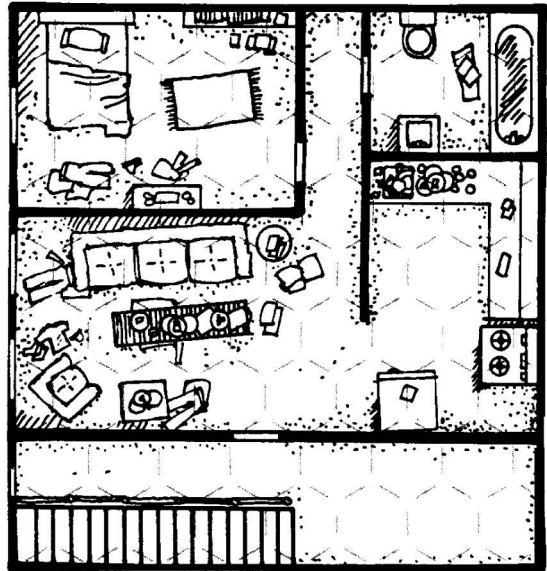
Characters might wish to go to the *University Police (#7)* to confirm Sharkey's story.



10. Aramschan's Background .

Coming from a broken home, Steven Aramschan has always been self-serving and callous. A former city policeman, he was kicked off the force for receiving kickbacks from a cocaine pusher. Aramschan served as a security guard at a downtown mall for several years; he left after he was accused of stealing from several stores. Apparently Aramschan was able to hide this checkered past from Sarge Daley. He was hired as a University policeman in 1984 and has worked there since.

Characters might try to find Aramschan at his apartment, if so go to #11



11. Aramschan's Apartment

Steven Aramschan lives in a small second story flat downtown. When the characters arrive, the door is locked and it seems that there is no one home. If the characters do not forcibly enter the apartment, go to #12.

Inside, Aramschan's apartment is small and consists only of a living room, a bedroom, a bathroom, and a kitchen. It is a typical bachelor's residence: there are dirty clothes strewn about the living room and the sink is full of dirty dishes. The food on the dishes is not moldy; Aramschan has apparently left only recently.

Detective Work, X-Ray Vision, A Careful Search: Within

Aramschan's **bedboard** is a hollowed out compartment. Inside this hidden space is \$7,400 in non-sequential \$50 bills, a passport, a travel guide of Venezuela, and several ounces of dealer-quality cocaine. Also hidden is a **one-way** ticket to Caracas Venezuela on Pan American Airlines. The ticket is dated for the day of the crime at 11:30, an hour which has clearly passed.

The players by this time should begin wondering what happened to Aramschan on his way to work. Obviously he didn't use this airline ticket.

If the players think to call local hospital emergency rooms, go to #14

If they don't do this, go to #12

12. Aramschan's Car

Outside of Aramschan's apartment, a tow truck pulls up hauling a **totalled** Honda Civic. The car looks as if it was hit from the side by a large truck or van. The driver of the tow truck can tell the players that the car belongs to Aramschan, and that Aramschan was taken to the emergency room of St. Joseph's hospital.

Discriminatory Smell, Forensics: There is some cocaine powder in the carpet of Aramschan's automobile. It is of the same high quality as the cocaine in Aramschan's apartment.

Characters might be interested in investigating the hospital. If so, go to #14.

13. Weismann's/Forrestal's House

This small house, located near the University campus, is registered in the name of Henri Weismann and James Forrestal. Forrestal and Weismann are, of course, the same man — but the players probably don't know that yet.

Upon arriving, the characters will be met by Gary Sullivan, a physics graduate student. He is polite and will tell the players that both Weismann and Forrestal are out; he is waiting to take any messages that the men receive. He tells the players to come back in a few hours.

Sullivan is gullible, though, and can be easily tricked into admitting the players into the house. Simply saying, "I need some help with applying Newton's third law to . . ." would make Sullivan forget that he was not supposed to let anyone in the house. He would welcome the player in and offer to help him or her with the problem.

Once inside the house, the players can look around. The building is relatively small and has two bedrooms. It appears that little time is spent here by anyone: Forrestal's bedroom in particular looks almost unlivin'. The library has few books on physics, but a great number of books on history, especially World War II and the Nazi Party. A close examination will reveal a large number of declassified World War II documents, from both American and German government archives.

If the players question Sullivan, he'll tell them that he is only doing Dr. Forrestal a favor. He has never seen Mr. Weismann and expects to be here for several more hours.

Detective Work: Characters that make a **Detective Work** roll will find a whole sheaf of identifications for Henri Weismann pushed down behind the radiator in his room. On them, Weismann is listed as the "**Economic Attache**" to the Israeli embassy in Washington. From the pictures on the IDs, the characters will immediately recognize the face of Dr. Forrestal. They can thus safely assume that Forrestal and Weismann are the same man.

GM's should not let the characters use their **Detective Work** until they have first distracted Sullivan. Otherwise, he will not let the players go poking about in Weismann's bedroom.

See the flow chart for a list of potential leads



Aramschan will be conscious when the players enter his hospital room. His immediate concern will be to save himself, at the expense of anyone and anything else. Thus, although he can incriminate Forrestal (Weismann) and even has a photo of Weismann, Aramschan will try to get amnesty from the heroes in exchange for his help. If at all possible, he will try to gain immunity from prosecution.

Yet Aramschan, though trying to stay out of jail, is not stupid. Remember, he does not know that Sarge Daley was killed during the break-in. If the characters hold firm, or tell him about potential criminal charges—like being an accomplice to Daley's murder — Aramschan's resolve will waver. Similarly, if he is threatened with physical violence and **believes** that he might be killed, he'll break down.

Whether he gets immunity or not, Aramschan will eventually tell all, just to gain the heroes' good will:

- a) He recognized the man that wanted him to stay out of the the Physics Building was Dr. Forrestal.
- b) He has figured out the basic outlines of Forrestal's (Weismann's) plan. Aramschan assumes that Forrestal planned to use Aramschan's absence from the Physics Building to steal something valuable.
- c) Finally, Aramschan clandestinely took a photograph of Forrestal (Weismann) during one of their preparatory meetings. Aramschan has this picture in a safety deposit box and will give the players the key.

With this data, the players might well go to official Law Enforcement agencies (#15).

14. Aramschan in St. Joseph's Hospital

To get to the injured Aramschan, the players will have to talk or bluff their way past doctors, policemen, and especially the head nurse. A high Presence, **Bureaucratics**, or Persuasion will certainly help. As GM, don't make this task too hard for your players, but let them know that they've caused a stir.

Aramschan, as his medical records will show, suffered a catastrophic car accident. His face is a mess, his legs were crushed, and his right arm is in a cast. Moreover, when he was brought into St. Joseph's hospital, high grade cocaine was found in his system.

What happened was that Aramschan had splurged with Weismann's money and bought several ounces of **dealer-quality** cocaine. Not realizing the drug's potency, Aramschan snorted some of the uncut drug as he was leaving for work. As a result of this, Aramschan completely lost control of his subcompact in an intersection and was hit by a truck.

15. Official Law Enforcement Channels

This entry encompasses the FBI and City Police as well as supranational organizations like UNTIL. Either the characters must be on good terms with the organization in question or they must have a method of gaining access to organization files (through Computer Programming or a sympathetic inside source).

Until the characters have a picture of Weismann, these sources will offer little more information than that available in #16.

If, however, the players can produce a picture or the name of the killer — “Henri Weismann” — then the law enforcement group can truly go into action. A representative can tell the players that Henri Weismann has a criminal record dating back to the 1960s when he was arrested for knifing several anti-Zionists. Though initially imprisoned, he was freed and deported to Israel under a deal engineered by the State Department. In Israel, he joined the **Mossad**, Israel's intelligence organization.

Weismann's career as a field agent was not one of high distinction: he apparently only followed orders when it pleased him to do so. Furthermore, he continually carried out personal vendettas against ex-Nazis in Germany and Latin America. In 1979, the **Mossad** had suffered enough of Weismann's insubordination and demoted him. Weismann requested to be sent to America, and was made an economic attache — a very minor post.

Players who have reached this information should also be given the information under #16 on Weismann's personal background.

16. Henri Weismann's Personal Background

From public documents and immigration records, players can discover that Henri Weismann was born an Austrian Jew in 1930. He and his family were sent to the Buchenwald prison camp in 1940 and by 1944 Henri was the only one still alive. He emigrated as an orphan to the U.S. after the war. In this travel he was watched over by Dr. Jacob Litvak, who became his guardian in the United States. Weismann studied history at Columbia University and graduated in 1955. In 1967 Weismann left for Israel, and he returned to the U.S. as an economic attache with the Israeli embassy in 1979. Since then, he has traveled about the country observing economic trends.

See the flow chart for a list of potential leads.

17. Litvak's House

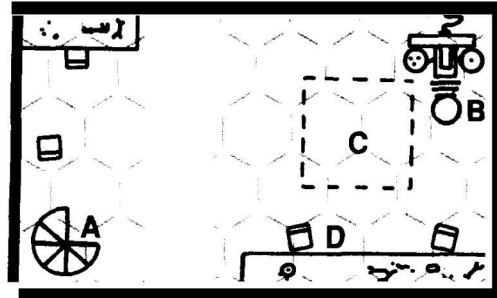
Investigating Dr. Litvak's house will result in two completely different encounters, according to when the players travel to the house. Granted, this is not strictly realistic; however, it does make the mystery much more exciting and allows a crisper dramatic flow.

- 1) If the players do not know about Henri Weismann -they are investigating the house on a hunch-then Dr. **Forrestal** (Weismann) will meet them at the door. He will be polite, and will say that Dr. Litvak is too broken up over the murder of Sarge Daley to talk to the players. Forrestal (Weismann) will answer players' questions but will be careful to do nothing to reveal his role in the murder.

Even if the players somehow enter the house or look into it with X-Ray vision, they will find nothing amiss. There is a great deal of equipment in the attic and a large generator in the basement. If asked about this, Forrestal (**Weismann**) will convincingly and truthfully respond that Dr.

Litvak performs some experiments at home. “He is a genius, after all.” The players can now continue their investigations elsewhere.

- II) If the players know about Weismann and why the murder took place, a very different encounter will await them.
- A) These are the stairs that lead to the attic from the second floor.
- B) This is the time machine. A large cord runs from the basement generator to charge the batteries that power the device. Any character who touches the live wires will receive the same shock they would get from touching a high tension power line (5D6 K if well grounded, 14D6 if partially grounded, 9D6 if partially insulated). The time machine, which Litvak will leave primed to retrieve the characters from the past, is 4 Def, 10 Bod.
- C) This is the 10' by 10' area which the time machine will send into the past. It has been chalked carefully onto the floor to indicate the limits which will be transported.
- D) This is Litvak's workbench. A number of circuits and -diodes litter its surface.



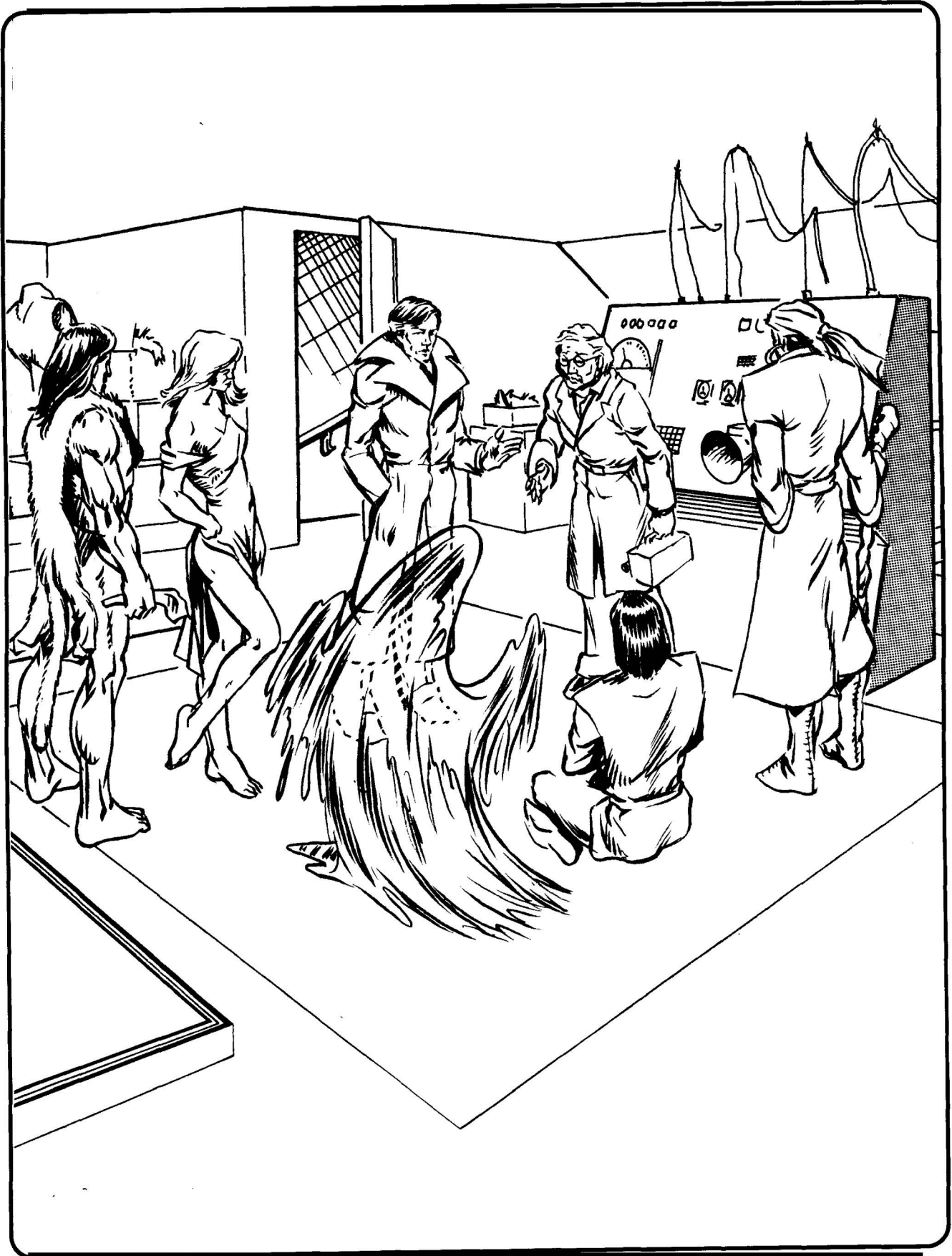
The house itself is a two-story building with a high roof and large attic. There is cast-iron circular staircase that connects the three levels.

As they near Litvak's house, they will see a man in multi-color robes — Svargali — standing on the roof. Svargali has been put on the lookout for trouble and is using spell package A.. He will stay on the roof until the characters get near. If attacked with a ranged weapon, Svargali will use his Desolidification, dodge, and slip through the roof. If left unmolested, Svargali will identify the characters, then sink through the roof as above.

The players at this point will be able to hear a high-pitched humming as Litvak's time machine warms up. Moreover, the high electrical usage will make the characters' hair stand on end.

Switch to combat phases. The players will almost certainly charge into the house. Any with X-Ray or N-Ray vision will be able to see into the attic. Use the map provided as a guide. In the middle of the time machine stand Dr. Litvak, Henri Weismann, and the Children of the Holocaust. As he phased through the roof, Svargali landed squarely within the parameters of the time machine.

Let the PCs charge up the stairs, fly through windows, and **teleport** into the house. Just as they reach the top level, Weismann will pull a lever on Litvak's device. For a split-second, the heroes will see the room just as it was, and then they will be in darkness. A moment later they will be somewhere else: on an earth with a completely different history!





THE SETBACK

This section of the *Wings of the Valkyrie* takes place today, on an earth with a history very different from our own. Before running this segment of the module, **GMs** should at least familiarize themselves with the alternate history presented in *Appendix B*. If the GM wishes to change any parts of this **timeline** or come up with his own alternate history, he should do so before running the Setback.

As mentioned in Litvak II's speech about the time machine, individuals that are very near a time-machine when it is used will maintain their memories of the way that history "used to be." Thus, although the world around the **player-characters** has changed dramatically, the characters themselves have emerged unscathed. However the heroes have no history in this **timeline** and no real background: they obviously do not belong on this alternate earth. In this timeline, these particular characters have never been born, and thus cannot truly exist.

At the same time, each character has a double that is identical in every way, except that this double has lived out his life on this alternate world. Because the heroes were near the time machine when it was used, there are now two sets of memory for every character. Since this is a logical paradox, the memories of the player characters -which don't fit into this timeline, -will slowly be phased out of the **timeline** in favor of their doubles' memories.

MEMORY "FLICKERS"

This process will take place over time. Immediately after the time machine is used, the characters will find themselves in the bodies of their doubles, and each hero will be in complete control of his new body. But as time passes, each character's memory will start to flicker out and be replaced by his double's memory. Essentially, the old memory will be supplanted by the new memory. In the middle of whatever they are doing in the alternate world, each member of the group will suddenly lose control of his host body. For the duration of each "flicker," each hero will have to passively look through the eyes of his or her double. The character will experience everything that his double experiences, but will have no control over the body's movements.

Simultaneously, all of his old memories will flicker out. Characters will forget about skills, history, and loved ones. The **timeline** is slowly merging the two identical **characters** — the player character and his double — into a single entity. At the end of a flicker, the character's memory will return.

As time **passes**, the player characters' "true" memories will begin to flicker out, to be replaced by the memories of their doubles. These flickers will become progressively longer and more frequent. Lasting only a moment at first, they will lengthen as the **timeline** works the player characters into the **lives** and minds of their doubles. Eventually the characters will spend more time with the memories of their doubles than with their own. If they took no action to prevent

it, each character would eventually spend all his time with his double's memory, and his memories of the "real" world would cease to exist.

Astute players will realize that the flickers are slowly phasing them out of this timeline. Comparing individual flickers should help the players reach this conclusion. They should soon realize that unless they leave this **timeline** — and fast — they will no longer exist as independent, **self-conscious** beings.

The frequency of these flickers is up to you and will help determine how long the players stay in this alternate world. Most players will stick around to explore for as long as you allow them to. If you want to stay in this world for a long time, make the flickers short and infrequent: the players will feel little pressure to leave this timeline. If this is your intent, feel free to use some of the adventure ideas provided at the end of this section.

If, however, you want to get on and finish *Wings of Valkyrie* quickly, make the flickers frequent and of increasing length. A good gimmick is to say that the characters' memories about loved ones and important skills are becoming vague, even after the flickers end.

For Example: *The GM wants the players to hurry up and leave this alternate world. He tells Shadow Wolf's player that "you can't quite remember your mother (DNPC)'s name. I mean you must have had a other, but her name — it's kind of fuzzy. You're also having a hard time remembering where she lived or how you used to feel about her.*

NEW CHARACTER HISTORIES

Now clearly, the first thing for a GM to do is to figure out the history of each player character's double in this alternate world. This will take some ingenuity and imagination. Start by looking over the alternate history and see how this could affect the player characters. Look over the backgrounds of the characters themselves. Is one character a soldier in the real world? Perhaps in this **timeline** his double joined the Bureau of Genetic Purity (BGP) to hunt mutants. Is one of the characters a reporter? Maybe in this world his double is followed by FBI toughs because he printed a subversive article. Are any of the characters mutants? In this **timeline** their doubles could be hunted by government authorities or members of the Mutant Defense League (MDL). Perhaps they are even wanted criminals . . .

In short, tailor the personality and actions of the double to the individual characters. But at the same time, **don't hesitate** to do something truly dramatic. For example, in this timeline, it would be possible for a character's double to have no super powers at all. This is especially feasible if the player character's powers were the result of a freak accident or are derived from a focus. Thus, in this timeline, this character would be forced to rely upon his thinking ability alone to escape dangerous situations. Similarly, you could radically alter a player character's powers. That radiation that gave a hero flight could just as easily have given him tunneling. You could even change physical disadvantages. Perhaps in this world the character's leg didn't get cut off, or the blindness was never healed. You get the idea.

Remember, though, that only the body has changed; the mind remains intact. Thus, the player characters will still possess all their skills and will still be affected by all their psychological limitations. This is particularly important for Danger International and Super Agents characters, but will also affect Champions characters. Indeed, if you choose to put a super-powered character in a normal body, he will have nothing to rely on but his skills.

Once you have the individual character's doubles worked out, try to consider how these doubles should interact. If one double is a member of BGP and another double is a mutant, these two doubles might be hunting each other. Perhaps a police character's double is trying to interrogate the double of a reporter. In essence, figure out the ways that these new characters will interact with each other within the framework of this alternate world.



ONTO THE ADVENTURE

When we last left our heroes, they were charging up the stairs of Dr. Litvak's house. When Weismann's crew went back into time, the players' memories and consciousnesses were transported unchanged to this alternate timeline. Only the PCs' proximity to Litvak's time-travelling device prevented them from being completely changed by the new course of history like everyone else in the world.

Immediately after the time-machine is used, all the characters will black out. When they come to, they will be in the bodies of their alternate world doubles. This alone will be very disconcerting — after all, the characters' physical bodies will be different. Moreover, it is highly likely that the characters will be separated. After all, their doubles were probably not all in one place when the time machine was used.

Of course, the GM might wish to speed things up by having the heroes wake up near each other. This will make it easier for the characters to find each other and will speed the adventure.

In any case, the first objective of the players will probably be to re-unite their group. There are numerous ways to do this, although none will be easy. If one character is a member of BGP, he will have apparatus for tracing and hunting mutants. Similarly, a character in the MDL would have equipment for finding their brethren. The characters, if they

all thought of it independently (no talking behind the GM's back allowed) could converge on a certain geographic monument, like the location of their old base. Certain powers, like mind scan, will work. DI characters, being normal, could go to the police and ask for help in locating a missing person, so long as they are careful to avoid looking subversive. If one character causes trouble, the rest could hear about it on the radio and arrive to save him from the Feds.

If none of these work, the GM can work to unite the team himself. Perhaps the Bureau of Genetic Purity (BGP) is rounding up mutants and the characters could meet in jail. Or the MDL has gathered up mutants, and the players find themselves in a MDL warren. In any case, the players should be allowed to reconstitute their team in this alternate timeline.

Regardless of the way in which the team is unified, the GM should use the whole effort as a way to convince the players that they are not in their usual timeline. Have them run across a student demonstration protesting U.S. intervention in Panama. The students, dressed like hippies from the sixties, would be attacked by riot police with tear gas, water cannon, and police dogs. If any character uses a mutant power, let him have a run in with BGP. And so on.

INFORMATION SOURCES

After unifying their team, or perhaps even before it is unified, the players almost certainly want to find exactly what is going on. Although the sources that they consult are innumerable, here are some likely choices for you to use as guidelines.

NEWSPAPERS

The newspapers, in their stands, will have the same date of the characters native "real" timeline. Many newsstands will be empty, indicating censorship, and the papers themselves will have a number of blanked out spaces where articles were judged to be too "subversive" for publication. There will also be "Official Government" publications available free at the news stands. Headlines of all the papers include:

President Furr Urges Unity Over Panama War

Subversive Rioters Arrested at University

CIA Agents Combat German encroachment in Ivory Coast

BGP Combats Mutant Subversives in Stadium

Senators Dole and JFK Travel to Tokyo for Emperor Hirohito's Birthday [This refers to Senator Robert Dole and John Kennedy.]

There would also be a sports story that was appropriate to the season, with an unexpected result. For example:

Baltimore Colts Win AFL Championship

This newspaper, unless it is the government organ, will cost ten cents. If the characters try to use a "real world" dime, the news vendor will look twice at the coin and accuse the characters of being counterfeiters, since it "doesn't have President MacArthur's picture on it!" You, as GM, can flesh out the newspaper stories as you see fit.

LIBRARY

Probably one of the best sources of information and thus an obvious player choice. Once the players walk in, bombard them with off-the-wall, unexpected facts.

the DAILY PROGRESS
 "All the news that's fit to print" Ten cen

PRESIDENT FURR URGES UNITY OVER PANAMA WAR
 President Donald Furr today on the White House Briefing room urged all Americans to come together in unity over the growing militarization in Panama.
 In a regularly scheduled press conference the President restated his policy of backing the resistance-fighters in the war torn country.

UBVRSIVE RIOTERS ARRESTED AT UNIVERSITY
 A large group of subversive rioters were arrested in an attempt to protest the actions of members of the Bureau of Genetic Purity in an attempt to arrest and determine of subversive mutants in the University of America's student population. The subversive elements of the campus staged the illegal demonstration.
 Campus security chief, James Hamilton, in an exclusive interview, told reporters of all elements of mutant and subversive activities have been reported to the FBI. This list of subversive activities were at press time, but his secretary published a press conference at the earliest convenient time.

BALTIMORE COLTS WIN AFL CHAMPIONSHIP
 In a surprise upset the Baltimore Colts at last week's game.
 In a video-tape replay of the final play in the game revealed that the offensive team in the attempt at a winning field goal.
 In an exclusive interview following the game, the team's coach thanked Baltimore's fans for their letters and cards of support during the lengthy season.

TODAY'S WEATHER
 Temperatures will be in the upper 80's with a high in the evening for clear skies and temperatures.

CIA AGENTS COMBAT GERMAN ENCROACHMENT IN IVORY COAST
 CIA chief Ronald Deegan announced this morning that great progress has been made on the German encroachments in the Ivory Coast.
 This announcement came just as Congressional leaders had begun discussions to the appropriations to the agency's intelligence operatives on the African coast.

SENATORS DOLE AND JFK TRAVEL TO TOKYO FOR EMPIRE OF HIROHITO'S BIRTHDAY
 Also in town for the event the former Govs. Kennedy, Jackie Kennedy, and evangelist Rev.

book on German history will mention the "Munich Massacre" of September 18, 1931, which effectively destroyed the NSDAP (Nazi party). In this alternate world, no one knows how powerful the Nazis movement might have become had its leaders not been slain. Although several questions about the massacre remain unsolved, most historians attribute the deed to KPD (the German Communist Party) terrorists.

MAGAZINES

Magazines will be filled mostly with news about the Panama War and politics. There will also be numerous journals about mutants and the BGP commandoes that fight against them.

HUMAN SOURCES

The players if they wish can question the people they meet in this alternate earth. Like real-world people, most of the residents of this alternate earth are not objective historical experts. They cannot tell the exact date that World War II broke out, or even who was president before Wendell Wilkie. They might be sexist, bigoted, or just politically close minded. Yet talking to the average "man on the street" can give the players an understanding of what this world is really like.

Alternate America, or America II, is similar to Nazi Germany, Fascist Italy, or any other fledgling totalitarian dictatorship. It is very provincial and iconoclastic; the average American truly fears the twin threats of mutants and communists. Moreover, as in the 60s, racial tensions and an unpopular war are threatening to tear American society apart.

The alternate world itself will seem grim to someone who has grown up in the "real" world. In this alternate timeline, there was no great victory for the western democracies in World War II; instead, these democracies lost. In the course of this war, numerous nuclear bombs and chemical weapons were used, stewing the planet with dangerous toxins and radiation for generations. Government revenues are spent entirely on huge defense budgets, leaving no money for social projects. Scientific progress has stalled, and the economy is in decay. Nietzsche's nihilism has all but supplanted the organized religions. Terrorism is rampant, despotism is transcendent, and the forces of idealism have been crushed beneath the grim weight of reality.

Atlas

The map of the world looks completely different from the map that the players are used to. There is no Soviet Union; instead there is a jumble of German Socialist Republics governed from Berlin. Germany itself is huge: it includes all East, West, and Central Europe from Spain to the Urals. In this world the colonial empires were never broken up; Africa and Asia are still owned by European nations. Small mushroom clouds designate London, Paris, Brussels, and the other cities that were destroyed by nuclear bombs in World War II and World War III. For a brief explanation of these changes, look at Appendix A.

Encyclopedia

This can, with proper use, tell the players everything that they need to know. Do not simply explain to the players what is different about this world's history. Instead, answer their questions about history from about 1900 to the present and let them pinpoint the date when this world's history diverged from their own.

Remember that many entries in the encyclopedia would be very different in both content and size from identical entries in our encyclopedias. There would be no current update for the USSR, only a historical reference. Hitler and Stalin would get one paragraph entries while Trotsky and Schilling would merit a multi-page spread.

Books

Once players have discovered the date of divergence in an encyclopedia or reference work, historical texts can help them pin down exactly what changed history. Any decent



THE TRUTH

At heart, this is a world without hope. Faith in institutions is **dead** and there are no optimists left. Few Americans and fewer foreigners look forward to a better tomorrow: most feel that mankind is headed for total annihilation or some type of **Orwellian** nightmare.

It is this dismal world that the characters will be wandering about. To be sure, there was no holocaust, per se — Weismann's group did prevent that. But there was the holocaust of two successive World Wars; wars where nuclear and biological weapons were used freely. There was a holocaust of tens of millions killed in Communist purges in Germany for daring to carry the torch of democracy. And there was a holocaust of the human spirit, a holocaust which killed hope over the entire planet.



ADVENTURES ON ALTERNATE EARTH

You must decide how long you want the heroes to stay on Earth II. Eventually they must go to Litvak II and be sent back in time to confront Weismann and the Children of the Holocaust. As described earlier, you can speed this decision by making the player characters' memories flicker frequently. If you want to get on with the adventure, proceed directly to Leaving the Alternate Earth.

On the other hand, if you want to let the players have further adventures on Earth II, the flickers can be short and infrequent. At the bare minimum, the characters should stay in this alternate **timeline** long enough to have a run in with BGP troopers. This could result from a player-character having unusual "mutant" looks or from exhibiting mutant powers. Even if a hero uses his powers to perform a good deed, he will still inspire only screams of terror and loathing. For example, a hero which saved a child from falling would still be attacked by the mother for daring to touch her "baby boy."

Once BGP shows up, a fight will probably break out. BGP, fearing mutants who can teleport or tunnel, has been trained to put down mutants, fast. Consider BGP **Commandos** to be highly talented normals with extremely heavy weapons and armor. Use the statistics for Viper agents or Turtle Armor, and add several dice to the attacks.

To add further zest to this fight, units from the MDL can show up. Use almost any mutant, either hero or villain, from your own campaign or from the Enemies books. In this world, both evil and good mutants have been forced to join together just to survive. Moreover, MDL mutants are killers: they have been forced to fight for their lives. As such, they will try to kill the BGP **commandos** and attempt to rescue the heroes. Any characters with a code against killing will probably not want this kind of salvation!

Regardless of the outcome, after this battle the **player**-characters will be on the run from the law. Television and newspapers will print wanted posters, and most law-enforcement officers will shoot on sight. This pressure will doubtless force the players to leave this **timeline** as soon as possible.

LEAVING THE ALTERNATE WORLD

The time will come when the players realize that they've got to **be** moving on; this is, after all, not their world. They might come to this conclusion independently, or the increasing frequency of the memory flickers might start to frighten them. No one, least of all a player character, likes to lose his very existence and individuality.

For the players to save themselves—to stop the flickers—they must fix the **timeline** itself. They have to go back in time and prevent the course of history from being altered: this is the only way to restore the world that they came from. And the only way to do this is to find a working time machine and someone who understands how time travel works.

Litvak II

Fortunately, the players know the name of the one man who can help them out of their predicament: Jacob Litvak (Litvak II). Finding Litvak II on this alternate world should not be difficult, as his name is in the phonebook. Any other reasonable routes of inquiry should be successful, since Litvak II has made no efforts to hide himself.

When the players go to Litvak II's house, they will observe some startling differences between Litvak II and his real world counterpart. Remember, in this alternate **timeline** there was no holocaust. Litvak II and his wife Eva left Germany voluntarily in 1937 and emigrated to the U.S. Once here, Litvak II immediately patented numerous inventions and soon became wealthy. Litvak II is rich enough to finance his own projects; he has no need for government grants. He works out of a lab in his own basement, not out of a university physics building.

Litvak II's personality is as different as his personal background. Unlike his real-world counterpart, Litvak II never saw his beloved wife Eva killed in a prison camp. Instead, he has led a rather sheltered life, and his genius has been able to assert itself. He has been pampered by his loving wife and has been able to achieve much in the field of physics.

In effect, Litvak II has never grown up. Unlike the real world Litvak, who is a broken and pathetic man, Litvak II exhibits all the childlike enthusiasm of a schoolboy. His mood is infectious; unlike most of his fellow citizens he feels that there is no problem that can't be solved when good men set their minds to it. With arms flailing, a shock of uncombed hair, and mismatched clothes, Litvak II seems like the classic eccentric scientist.

If the players tell Litvak II their predicament, he will take them at their word, even if his more practical wife expresses doubts. Litvak II will act like a child with a new toy: the players are the first time travellers he has ever met. He will ask them questions like:

"Were you near a time machine when it was put in use?"

*"When computing the **transtemporal** vector, what coefficient of constant for displacement did you use?"*

Eventually Litvak II will take the characters down into the basement to his time machine. The device itself looks much like the one the characters glimpsed in the real world, but Litvak II's device is much home grown. Where the real world time machine had carefully welded components and digital circuitry, Litvak II's time machine is more likely to have rubber bands and a cooking timer.

Litvak II will now explain to the characters how time travel works. Refer to his speech in the first section of *Wings of Valkyrie*. He will explain that the characters are probably being slowly phased out of this **timeline** and that the only way to stop this process is for the characters to go back in time. Litvak II will offer to let them use his time machine if they so desire.

The characters will probably accept Litvak II's offer, after all this alternate world does not compare very favorably with the world the characters left. The flickers themselves will augment this desire to go back in time. Since they threaten the characters' very existence, they should be an added incentive. After all, if the players do nothing, they will no longer exist!

Litvak II will enhance the fear provoked by the flickers. At first he will be excited to see the characters flicker in and out: this proves his theories about time travel. But he will soon

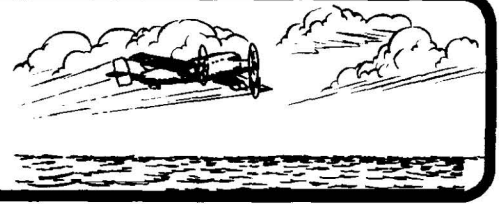
become worried that his newly found friends are about to disappear forever. If the players ask, he can tell them that he expects the **timeline** weak-point to close up in "Oh, about, 75 minutes." This is of course the tail end of the weak-point that Weismann used to go back in time. Litvak II will try to bodily push the players toward the time machine, telling them that they have no choice.

With time running out, Litvak II should herd the player characters into the time machine. Give a verbal countdown as the heroes scramble to fit in. Litvak II will warm up the time machine. At the last second, Eva Litvak — always the practical one — will rush down the stairs. She will kiss one of the players on the cheek and give him a large picnic lunch that she has prepared for the heroes. "Good luck, you people," she'll say.

Then, with time running out, the players will travel back in time to September 5, 1931.



THE FINALE



This section of the *Wings of the Valkyrie* takes place in 1931. Since the player characters are no longer in a time period where they don't belong -they are effectively out of the timeline all together — their memories will no longer flicker in and out.

The date is September 5, 1931. As Litvak II noted, the timeline weak-point lasted from September 5, 1931 to September 19, 1931. Since the Munich Massacre occurred on September 18, 1931, Litvak II wanted to give the players as much time as possible to get to Munich. Thus, he sent them back to the earliest possible date, giving the player characters two weeks to accomplish their mission.

The geographical location where the players appear in the past depends on where Litvak II's house was located. Remember, the time device does not cause any physical movement in space. The players, who were transported from Litvak II's basement, will end up 15' underground. Simultaneously a 10' cube of earth from 1931 will be transported into Litvak II's basement.

Once they reach the surface -which shouldn't prove too difficult -the players are in control of their own destiny. Where they go and what they do is entirely up to them.

THEPLAYERS'OPTIONS

The players options fall into two broad categories. On one hand, they can ignore Weismann all together. Although improbable, this is a possibility. If this is what the players do, go directly to the Decision, near the end of this section.

It is more likely that the players will try to find and confront Weismann's group, the Children of the Holocaust. By now, the players know Weismann's destination — Munich -and the date of his attack — September 18, 1931. What they do to prevent this is up to them.

WEISMANN'S PLAN

Weismann, for his part, has a carefully laid out plan of action. Although he certainly doesn't expect to be pursued into the past by the players, by habit he has taken basic precautions against being followed.

Upon arriving in the past, the Children of the Holocaust used forged rail tickets to catch a train to New York. Having spent weeks in preparation, Weismann's group had both appropriate garb and currency to use in the 30s. Under Weismann's direction, the Children of the Holocaust traveled incognito, in an effort to avoid unwanted attention that might jeopardize Operation Valkyrie.

Once they reached New York, the group went to the fledgling New York airfield. They stole an experimental U.S. Navy seaplane and loaded it with extra fuel. Weismann flew the plane across the Atlantic, landing in Paris. Using their superpowers, the Children of the Holocaust broke through the surrounding gendarmes and commandeered a small

French mail plane. They flew this into Germany and ditched it near a tiny Bavarian village. They caught a train to Munich, and have maintained a low profile since then. With a disguised Weismann doing occasional reconnaissance outside their dingy hotel room, the Children of the Holocaust are patiently waiting for the moment to strike.

THEPLAYERS

For the underprepared players, this journey to Munich will prove much more difficult. Unless the players had extraordinary foresight, they will have neither the clothes nor the money for the 30s. They will stand out in a crowd, and once Mrs. Litvak's picnic lunch runs out, the players will have no food.

The GM should let the players use their ingenuity to overcome these hardships. Use *Golden Age Champions* and *Justice Incorporated* as reference works. Players will probably have to come up with some way to get money, either legally or illegally. Considering that aside from the Children of the Holocaust the player characters are the only individuals on the planet with super powers, getting the money that they need should be easy. If you, as GM, are feeling particularly lenient, you can let the players stop a bank robbery and then collect the reward money.

Once the players set out for Munich, there are essentially 3 obstacles for them to overcome: the United States, the Atlantic Ocean, and Europe.

The United States

This is likely to prove the easiest part of the journey. From wherever in the country they start, the players must reach the East Coast. They can fly, drive, or catch a train.

The players should have no problem in the U.S., though they might catch people staring at them. In 1931, the U.S. was economically depressed and provincial. Characters with unusual looks will collect occasional gasps of horror.

Across the Atlantic

Once the players reach the Eastern Seaboard, they face their greatest challenge: crossing the Atlantic Ocean. In 1931, there were no airlines that crossed the Atlantic. Regular airship traffic was still years in the future. The characters have two options:

- a) They can try to steal a plane. This path is fraught with difficulties: since Weismann hijacked the seaplane, security at airports has been very tight. Hoover's FBI "G-men" are on the lookout for anyone manifesting unusual powers. If the players, after demonstrating their powers, go anywhere near an airport, they will be surrounded by Hoover's boys and arrested. Given their way, the Feds will take the players into a small room and interrogate them. The G-Men are not averse to a few threats or punches to loosen up a recalcitrant tongue. This is the 30s, after all!

Unless the players are unusually patient, they will soon get sick of getting asked:

"Who were your friends in New York?"
and *"Where did they take the plane?"*

Champions heroes can easily escape the G-Men, who are only normals. This might prove a larger difficulty to *DI* or *J* characters, who will have to use their skills to escape the FBI. If the player characters do succeed in overwhelming the G-Men, they can then hijack a seaplane and fly to Europe.

- b) The more peaceful, but slower method of getting to Europe is to catch a boat. In 1931, a quick ocean liner could cross the Atlantic in a week, and players can easily book a passage or stow away.

Of course, some characters may be able to use their super powers to cross the Atlantic without difficulty.

Crossing Europe

Once they get to Europe, the player characters must get to Munich itself. This should prove only slightly more difficult than crossing America and the only additional challenge should be the language barrier.

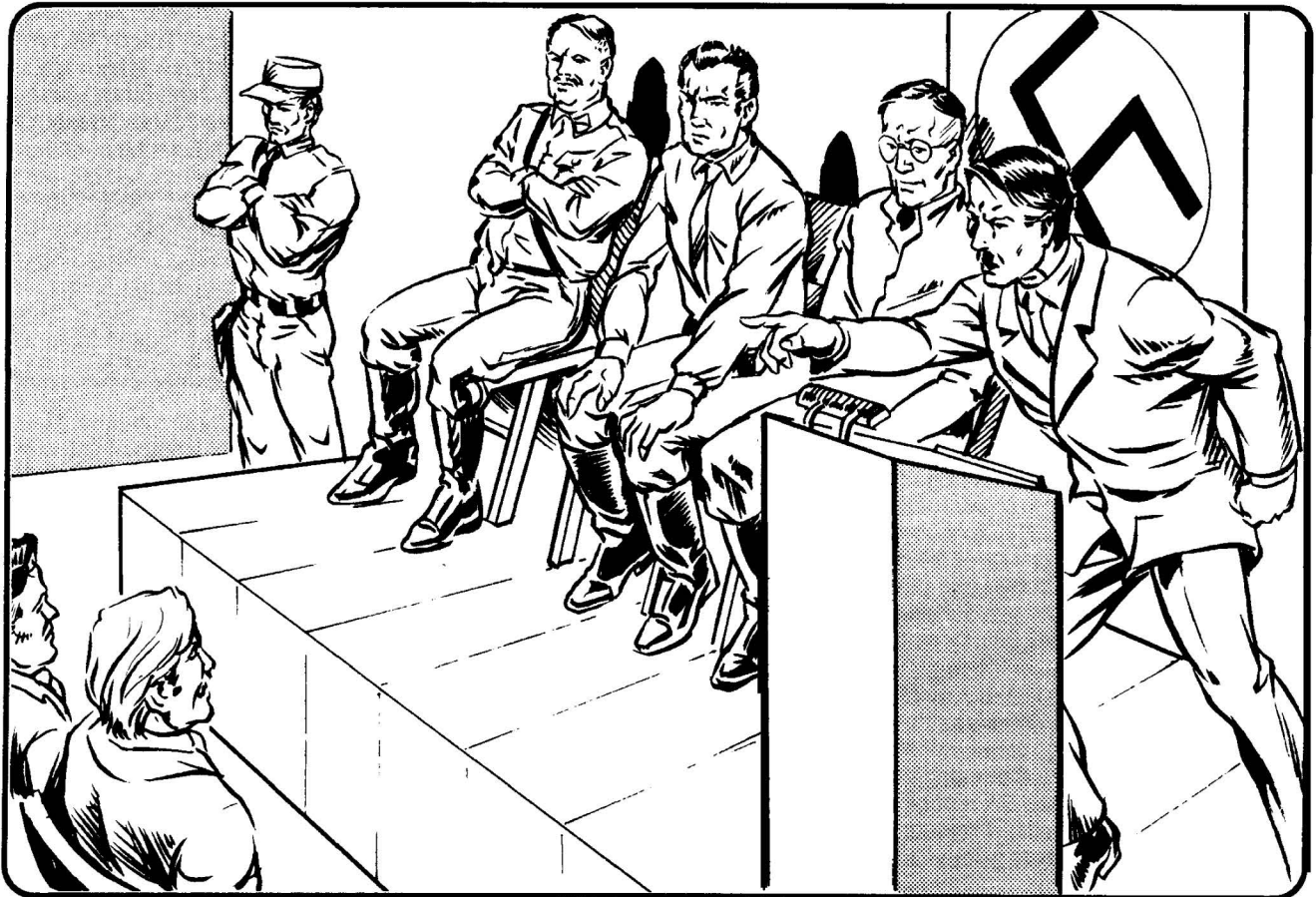
Once in Munich, the players can do whatever they wish until September 18. They will not be able to find Hitler: he is crisscrossing Germany in a train. If the players make themselves too obvious or if they cause trouble prior to the 18th, they will come to the attention of the Munich police and the Nazi SA (*Sturmabteilung* -Storm Troops). A watch will be kept on the players to ensure that the players do nothing violent.

GÖTTERDAMMERUNG: MUNICH—SEPTEMBER 18, 1931

By now, the players might start having doubts about exactly what they are trying to do. As one playtester commented, *"If we fail this mission and get thoroughly beaten, 6 million Jews will . . . live?!"* Although you, as GM, should foster this kind of soul-searching, don't force the players to come to a conclusion — that will come later.

What has actually happened is this: Germany is in the throes of an intense economic depression. In the last election the Nazis garnered 18% of the vote. The NSDAP (Nazi Party), which was once considered to be little more than a rightist fringe movement, was suddenly the second most powerful party in the Reichstag. Adolf Hitler has decided that a conference of local party leaders (Gauleiters) must be held to re-organize the now successful party. He has decided to hold the conference in the same beer hall—the *Bürgerbräukeller*—where he staged his aborted "Beer Hall Putsch" in 1923. He hopes to bring the Gauleiters from all over the fatherland to chart a new course for the Nazi Party.

Munich itself is awash both with upstanding Nazi supporters and SA brownshirts. Selected SA units from all over Germany have been invited to send storm troopers to attend. Additionally, Himmler's sinister *Schutzstaffel*, the SS body-guard, has also arrived. Munich is simply teeming with pro-Hitler soldiery.



THE BURGERBRAUKELLER

*Note that the floorplan presented is only a fictional representation of the **Burgerbraukeller**. If you have access to the actual floor-plans, feel free to use them in place of this map.*

- A) These are the massive wooden double doors into the beer hall. They stand 9' tall and are Def 4, Body 9. There is an SA guard stationed outside to check Nazi leaders as they come in.
- B) This is the stage itself. It is raised 6' off of the ground and allows speakers to be seen from almost anywhere in the hall. On the stage is a long wooden table for the Nazi elite to sit at, and on its northern border are the stairs up. Behind the stage hangs an immense blood-red Nazi banner.
- C) These are the long tables for the lesser party leaders to sit at. They consist of numerous 2-hex tables pulled together and covered with a table cloth. Each individual table is Def 3 and Body 6.
- D) This is the balcony overlooking the beer hall. Hanging from the banister are long Nazi banners and flags. Although closed for the Nazi meeting, a player character could easily sneak up onto the balcony.
- E) This is the podium where Hitler and Goebbels will give their speeches.
- F) This is the serving table. It holds several kegs of beer, a roast pig, and several stuffed turkeys. As the food is eaten it is replaced by workers in the kitchen.
- G) This is the Kitchen. There are numerous chefs working feverishly to prepare and cook food for the conference.
- H) This is the beer hall's main storage room. This room is full of surplus decorations, cleaning equipment, and dust.

The hall itself is huge sprawling building which sports a high arched roof. There is a red carpet down the middle of the hall. The tables are decorated with Nazi memorabilia.

The characters may well try to infiltrate the Burgerbraukeller before Hitler arrives. Security is being maintained by the Munich SA and several brownshirts are stationed outside each exit. Characters can use force, mind control, persuasion, etc. to get past these guards and into the beer hall.

Another method is for the characters to mimic the SA. There are a tremendous number of brownshirts in the city; no one would notice if a few more showed up. Once the Nazi leaders have entered the beer hall, the members of the SA expect to be allowed to stand in the back.

Characters can also mingle in the crowds nearby. Although the crowds are being controlled by the SA, characters can easily worm their way to the front.

Finally, there are innumerable other ways to be within striking distance of the Burgerbraukeller the night of September 18, 1931. Characters that fly or tunnel can easily set themselves up nearby.

Since the characters may try to infiltrate the Burgerbraukeller, what follows is a timetable for the night's proceedings. Note that before Nazi dignitaries enter the Burgerbraukeller, they will drive up outside the main doors in staff cars. The cars will be let through the SA roadblocks at the end of the street and will drop off the Nazi leaders. The Nazis will check themselves with the storm trooper at the door, and then enter.

THE TIMETABLE

12:00 Noon — The Munich SA sets up roadblocks and crowd control cordons around the Burgerbraukeller. Last minute cleaning-up and decorating continues in the beer hall.

3:00-4:30 — Minor party dignitaries arrive, show their passes to the SA at the door, enter the beer hall, and take their seats.

5:00 — The hall is mostly full and the decorations are complete. Hermann Goering, a Hitler confidant, arrives and jokes with the brownshirts outside. Seeing that the security looks acceptable, he leaves.

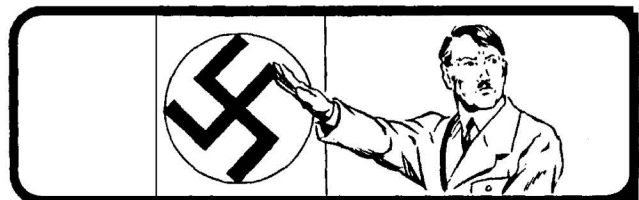
5:15 — Ernest Roehm, leader of the SA, arrives with Alfred Rosenberg, a party "philosopher." Roehm checks his SA troopers and tells one brownshirt to "straighten that medal." Roehm and Rosenberg walk up the steps and take their seats on the stage.

5:45 — Goering returns, this time in full dress World War I uniform. He is accompanied by Gregor Strasser, one of Hitler's rivals in the NSDAP. The pair walks up and takes their seats on the stage.

6:00 — Heinrich Himmler, leader of the SS, arrives with 6 chosen SS bodyguards. As he enters, he sneers at Roehm's SA storm troopers. The SS men take up positions in front of the stage and Himmler takes a seat upon it.

6:30 — Joseph Goebbels limps in the main entrance. He takes a seat on the stage. After 20 minutes — at 6:50 — he checks his watch and takes the podium to start a speech. His words, filled with racist hatred, whip the crowd into a fury.

7:00 — At the height of Goebbels' speech, Adolf Hitler walks in with his right-hand man Rudolf Hess. The crowd turns as one to give their "fuhrer" the Nazi salute. A resounding "Heil Hitler" fills the hall. Hitler accepts the salute and walks up the steps with Hess. Accompanied by a thunderous ovation, Hitler takes the podium from Goebbels.



7:03 — The Attack

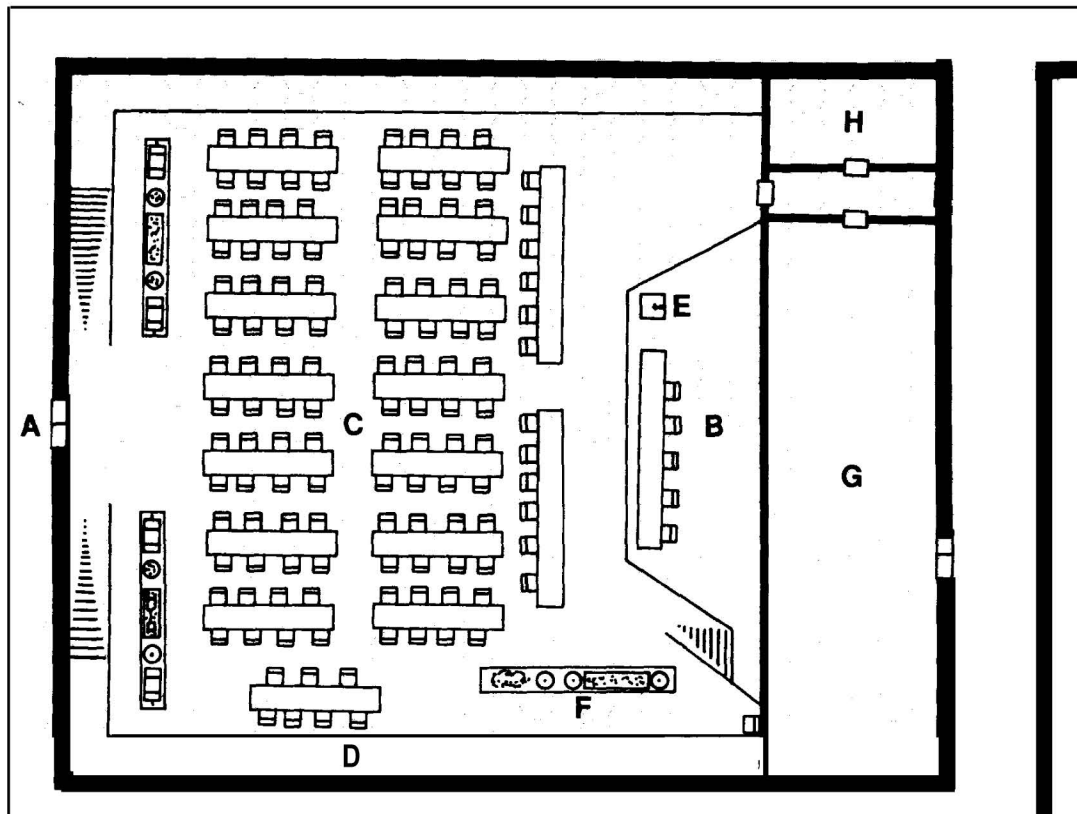
At this point, Weismann, Litvak, and the Children of the Holocaust start to move. Weismann has procured a fake pass and a German staff car. At 7:03 he drives to the roadblock, presents his fake ID and drives through. He arrives outside the main entrance at 7:04. With his grenade launcher loaded, Weismann and the Children of the Holocaust charge over the guard at the door and burst into the hall.

Meanwhile, Danube has used his invisibility to approach the rear exits. His appointed task for Operation Valkyrie is to use his strength, **Telekenesis**, and Stretching to make sure that no Nazi uses the Burgerbraukeller's back doors to escape.

Weismann's plan is for Sampson to stand guard in the main doorway. Weismann will fire his grenade launcher several times at the stage, hopefully killing the Nazi party

The Burgerbraukeller

1



elite and the SS guards. Weismann knows that no one else in the hall is armed: Hitler is always fearful of a treacherous assassination. Once this is done, there will be no way for the Nazis to resist Weismann and his compatriots. The Children of the Holocaust *can* then go about the grisly business of identifying the men on Dr. Litvak's list and methodically killing them. Most of the individuals on the list will be in the Burgerbraukeller, but some live elsewhere in Germany. Once all of the targets in the beer hall are dead, Weismann hopes to use Starlet's Mind Scan to find those outside it as quickly as possible. He and the Children of the Holocaust will hunt these people down mercilessly, killing them in cold blood.

Throughout this massacre, Dr. Litvak will be keeping his eye on his temporal chronograph. **It will** tell him with absolute certainty when the **timeline** has been disrupted enough to prevent the holocaust.

The players can intervene at any point in this plan. If they do nothing, the Children of the Holocaust will succeed, and the alternate future that the characters visited will become reality. If this is the case, go directly to section titled **If They Say Yes**

If the players do try to stop the Children of the Holocaust, there will undoubtedly be a fight. All of the members of Weismann's group want to see Operation Valkyrie succeed. Although Weismann is a pragmatic man who is willing to reason with the players, several members of the Children of the Holocaust are not. **White Rose** and **Svargali** are especially likely to start a fight.

If a battle does develop, Weismann's group will not use a carefully formed battle plan. The Children of the Holocaust

are far from a coherent group, and the whole is not greater than the sum of its parts. **White Rose** will try to ignore the PCs and will charge straight for the stage, relying on his high DCV to protect him, he will try to kill as many of the members of the Nazi leadership as he can. **Svargali** will fight the characters, trying to take out range-striking heroes first. He will be using spell package **B**, and if possible will use his Force Wall to protect Weismann and Dr. Litvak. **Starlet**, with no sense of tactics, will simply attack the best looking male hero. **Danube**, for his part, will maintain his position outside the back door for as long as possible, as he was told to guard these doors "no matter what happens." If he hears his teammates' screams, he will run into the hall and try to help.

Sampson will stay in the doorway, taking no real part in the battle. If it seems that the Children of the Holocaust are losing, **Sampson** will begin to push the sides of the doorway in an attempt to collapse the roof. If uninterrupted for two phases, **Sampson's** great strength will indeed destroy the Burgerbraukeller's main supports and the ceiling will fall crushing all the normals (and perhaps a few superheroes). As GM, give the players plenty of warning as to what is happening: "There is plaster falling from the ceiling, the walls are shaking, the pillars are crumbling . . ."

Weismann and **Litvak** will stay clear of the **superpowered** melee all together. They realize that they are thoroughly outpowered; moreover, **Weismann** fears that his undisciplined team will lose to the player characters. He wants to stay conscious so that at the very least he'll have an opportunity to argue his case with the players. Thus he'll dodge whenever a shot comes his way.

THE DECISION

Once the Children of the Holocaust have been defeated — and this is the expected outcome — Weismann will try to convince the players to finish Operation Valkyrie themselves. Weismann has directed his entire life to this goal, and will use emotional appeals to overcome the heroes' qualms about killing. He will bring up **Buchenwald** and his dead mother and father. He will point to Litvak, a man broken by the brutal slaying of his wife. He will tell the players that this is their one chance to save the more than 30 million who perished over the course of World War II. Weismann won't lie, but will use any arguments he can to win the players over to his side. Se convincing!

Throughout this all, the Nazis in the hall will be cowering. Considering that they have never seen super powered beings before, the recent super powered fight will have impressed them immensely. Only Hitler and his top lieutenants will be able to maintain their composure. Goebbels, who speaks English, will call on the player characters, as "**Good defenders of the Fatherland**" to kill Weismann. He promises that the players will be "heroes both of Germany and the Nazi Party."

If it seems that the players are beginning to waver, Dr. Litvak will bring out his list and his temporal chronograph. He will tell the players that all they have to do is start killing the people on the list. Once they've killed enough to change history — to buck the **timeline** beyond its banks — then the chronograph will show it and the players can stop.

Clearly, the players are in a role-playing nexus. This is why it is important that they trounce the Children of the Holocaust before they start arguing. This is a dilemma that they should have to work out among themselves, without any chance of having the decision made for them. Your job, as GM, is to make the decision of whether or not to help Weismann as difficult as possible. If they seem overeager to spare the Nazis, Weismann will point to Hitler and ask, "**How can you help these men?**" The group does hold the final decision, since Weismann alone cannot complete Operation Valkyrie — that is why he assembled the Children of the Holocaust in the first place.

If They Say Yes

If the players decide to help Weismann, they will have to kill 41 people in cold blood. There is no half-way step: either all the victims must die, or the holocaust — in some form — will occur. Many of the victims will beg and plead for mercy, making the executioner's role even less desirable.

Having completed their grisly task, the players certainly cannot return to the future. If they did so, they would immediately return to the alternate future and resume flickering — Operation Valkyrie was successful, after all. Therefore, unless the players are willing to be phased out of the **timeline** as they almost were in the **Setback**, they must remain in 1931. If this is the case, the GM can run a **Golden-Age** style **Champions** campaign, less the Nazis of course. You can use the **timeline** provided in the Sourcebook to get an idea of how history will change due to Operation Valkyrie. If you're feeling particularly lenient, you can let the players try to change the **timeline back** to the original **timeline** once they realize that Operation Valkyrie has only made things worse than before.

If They Say No

On the other hand, if the players do decide against Operation Valkyrie, Weismann will look stunned. Grabbing a nearby serving girl, he will threaten to kill her unless the characters complete Operation Valkyrie. This will show the utter vacuousness of Weismann's schemes; he is willing to threaten the life of an innocent to save innocents. If the characters stand firm, Weismann will throw the girl aside — his plans are ruined. His entire life's work will have been suddenly and irrevocably turned to ashes. Having no further reason to live, he will let the girl go and look the leader of the player characters in the eye. He'll say "*If there's going to be a holocaust, let it start here and now,*" and detonate one of his grenades. This will kill him instantly.

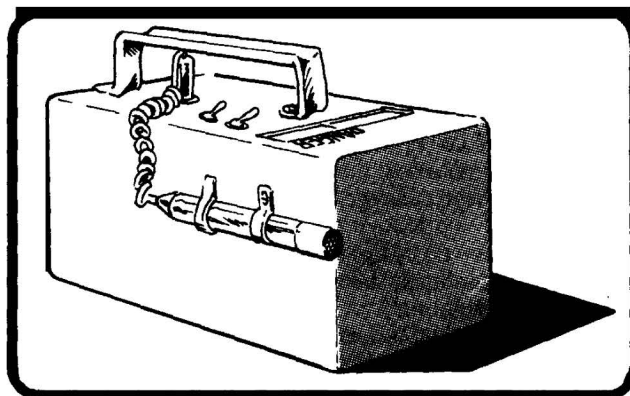
Dr. Litvak will likewise be broken up; he had hoped to see his wife again. Although he certainly does not approve of mass murder, he loved his wife above all else. He had hoped beyond hope that Operation Valkyrie would be successful, and he will return to the future a mere shell of a man.

The players can return to the present using Dr. Litvak's time retrieval device — a machine which he intended to use to return the Children of the Holocaust to the future. Litvak will show the players where the machine is hidden, and will even operate it. Indeed, he will have become totally listless and passive, and will do whatever the players tell him to. Upon reaching the present, he will leave the United States, and the heroes will likely never see him again.

EPILOGUE AND LOOSE ENDS

Upon returning to the present the players can arrest Svargali and Starlet, both of whom have long criminal records in Yugoslavia and England respectively. They can also incriminate Dr. Litvak as an accomplice to the murder of Sarge Daley.

The other major loose end is the time-machine itself. During the period that the players were gone, **Matlock** was able to find the clandestine lab and time machine, and has impounded the device for the American government. The heroes will have to decide whether or not they trust the government with such a powerful machine, and if not, what they are going to do about it. This alone can provide a series of exciting runs. Also, a powerful villain could locate the time machine in a government lab and steal it for his own nefarious purposes. The long-term impact of a working time machine is great indeed, and you should have no problem writing up more adventures utilizing the device.





SOURCEBOOK

APPENDIXA: THE HISTORY OF ALTERNATE EARTH

Up until September 18, 1931, the recorded history of the alternate earth exactly mirrors our own. Subsequent to that date, the course of history in the alternate world diverges radically from what happened in our **timeline** (what "really" happened). Of course, the divergence occurs initially in Germany, but eventually the history of the entire planet is changed.

September 18, 1931: The Munich Massacre occurs. Masked men kill off the Nazi Party elite and several others in the Munich area. Evidence is sketchy, but the logical enemy of the Nazis, the KPD (German Communist Party) is suspected of having performed the killings.

November, 1931: General civil strife occurs in Germany as rightists battle leftists in the streets. Reprisals and counter-reprisals, as well as strikes, are frequent.

December, 1931: With the economy shattered by the wave of political violence, Germany seems to be sliding into a civil war. The Weimar Republic collapses and General Schliecher, Commander in Chief of the Reichwehr (German Army), steps in to restore order.

1932: Franklin Delano Roosevelt wins his first election as President of the U.S.

1934: Unable to restore order themselves, military authorities appeal to Wilhelm II, ex-Kaiser of the German Empire, to return to the throne. Wilhelm accepts, and the "Third Reich" is officially created. Rightist groups and the wealthy rally around the Kaiser and the army. Conversely, liberals and socialists join the communists to form a protest "National Front" under the leadership of politician Konrad Adenauer. Predictably, Britain, France, and Russia vigorously protest the coronation of Wilhelm, and work to aid the fledgling National Front.

1935: German leaders, trying to weaken the ring of nations surrounding them, send Trotsky to the Soviet Union. Gaining the support of the army, Trotsky overthrows Stalin and becomes dictator of the U.S.S.R. Meanwhile, in Germany unrest increases.

1936: FDR wins second term in office. In Germany, street fighting reaches a fever pitch. Under Trotsky's direction, the KPD forms terror cells and arms the workers.

1937: Outright Civil War breaks out in Germany. Wilhelm II abdicates at the request of the military high command. Meanwhile, the National Front, aided overtly by Trotsky and covertly by Great Britain and France, makes impressive gains.

1938: The German Civil War rages on, with more and more cities falling to the National Front.

1940: FDR, unable to pull the U.S. out of the Great Depression, loses the presidency to Republican Wendell Wilkie. In Germany, the last conservative bastion in East Prussia falls to the National Front. Once the rebels have defeated the army, the communists within their ranks quickly move to assert control over the movement.

1941: National Front leader Adenauer is assassinated by gunmen. Eric Schilling, Minister of Interior and a member of the KPD, promptly **seizes** control of the government to fight "counter-revolution". Using the Gestapo (Secret State Police), Schilling represses the German populace; which by this time is too war-weary to put up much of a fight. In June, the People's Republic of Germany is proclaimed from Berlin.

1943: Frenchmen and Britons, frightened by the communization of Germany, vote for rightist candidates in record numbers. Schilling and Trotsky sign the "Pact of Steel," while Japan, Italy, France and Great Britain sign the "Anti-Communist Alliance."

1944: Germany and the Soviet Union partition Poland between them. In America, Thomas Dewey, a Republican, wins the Presidency when Wilkie grows ill.

1946: In China, Japan signs a peace treaty with Chaing Kai-Shek. Together the nationalists and Japanese fight against the communists led by Mao and supported by Trotsky and Schilling.

1948: Henri Petain, a radical rightist, becomes Premier of France. Rightists also win a majority across the Channel in Great Britain. In America, Robert La Follette wins the election as candidate of the Progressive Party. The American voters, desperate to pull out of the Depression, have turned to a third-party candidate.

1950: Trotsky, becoming increasingly erratic in his old age, calls for all members of the Comintern to prepare for class war. He begins to fund radical groups around the globe. Schilling, tired of being a Soviet puppet, begins to assert his own independence by funding rival groups.

1951: Communist saboteurs strike throughout the world. As a result, Russia is ejected from the League of Nations (which had accepted the USSR as a member in 1943). In America, communist sympathizers destroy the Hoover Dam and blow up a number of bridges. Riding the wave of anti-communist hysteria caused by these events, Joseph McCarthy runs for President as a Republican dark horse.

September, 1952: Six weeks before election day in the U.S., a Kenyan communist shoots Queen Elizabeth at her coronation. This assassination triggers a worldwide revolution against the "oppressors of the proletariat," and several more monarchs die. The **Anti-Communist Alliance** declares war on the two communist powers.

In America, McCarthy's political standing skyrockets. As communists around the world rise up in rebellion, "Tailgunner Joe" McCarthy wins in an unexpected landslide. Taking his election as a mandate for action, he immediately brings the U.S. into the war against the Soviets. He also begins a campaign against "Un-American" individuals and institutions.

1953: By January, the world has devolved into two warring camps:

Allies: Great Britain, France, Italy, Japan, China, U.S.A., most of the rest of the world.

Central Axis: U.S.S.R., Germany, communist parties worldwide.

Initially the axis armies are forced back. A France-British force pushes over the Rhine while the Japanese and Americans land in Siberia. Schilling, in desperation, threatens to use a "secret weapon." After the Allies refuse to surrender, German planes drop atomic bombs on Paris, London, Venice, and Brussels. In response, the allies (and the French especially) unleash deadly chemical and biological agents into a number of major German cities, including Berlin and Hamburg. But in spite of this effort, the Allies are forced to surrender after Schilling threatens to reduce Italy, Britain, and France to a radioactive ash.

Meanwhile, in the Far East, American troops under MacArthur make impressive gains. American atomic bombs are dropped on **Vladivostock** and Novosibirsk. But after the European Allies are forced to surrender, the Asian effort is overwhelmed by massed Axis forces.

1955: At the post-war peace conference held in Frankfurt, the 7-month war is ended. France is annexed by Germany while most of Eastern Europe is divided between Russia and Germany. The U.S., reverting to isolationism, pulls all of its troops behind its borders. As the year wears on, Germany is wracked by plagues and famine brought on by the Allied biological-chemical warfare and high intensity radiation affects all of Europe. In America, McCarthy — always watching the political currents-takes war-hero MacArthur to be his running mate.

1956: Mc and Mac, as they are called, carry 48 states in a landslide election victory. Together they promise to keep America clear of Bolshevism and to uphold the Monroe Doctrine. Meanwhile, Europe continues to suffer under communist oppression and and rampaging plagues. Germany, which inherited France's colonial Empire communizes these colonies (often against the will of their inhabitants).

1958: Tensions build up between Germany and the Soviet Union over the fate of Eastern Europe and China. Fighting breaks out in Poland which rapidly spreads along the whole border. In this conflict, the "Third World War," Great Britain and Italy join Russia. Germany, flush with the wealth of France and Eastern Europe, quickly rolls back Trotsky's armies. Meanwhile, Germany drops hydrogen bombs on Leningrad, Trotskygrad (Stalingrad), and Moscow, and Sevastopol. Russia's allies abandon her, and Trotsky is captured by German troops. At the post-war conference, Germany annexes Eastern Europe and Eastern Russia. Siberia is given its independence and Germany re-orders the Middle East to suit its political ambitions. Germany even creates a puppet state of Israel as a way to appease Jewish clamor for a homeland.

1959: McCarthy dies and MacArthur becomes President. Germany, overwhelmingly powerful, bullies Britain, Italy, and Turkey into signing "friendship" treaties.

1960: MacArthur, stressing patriotism and national strength, wins the Presidency. He fulfills his campaign pledge to build a "Fortress America" by starting a mammoth armament campaign.

1964: MacArthur forms the "Patriotic Party." This party is intended to maintain "American Values" after MacArthur's death. Using this party as a vehicle, MacArthur wins again easily. By the end of his term in 1968, MacArthur has been President for 9 years.

1967: Racial unrest builds in the South. Rightist groups battle against the reform-minded. At the same time, mutants begin to appear. Caused by the widespread chemical weapons and radiation, these individuals are initially treated as curiosities or freaks.

1968: MacArthur retires from politics. Joe Kennedy (who was not killed in the war) wins the election as the candidate of both the Republicans and the Democrats. The Patriotic Party begin to organize at a local level. Under his Kennedy's liberal auspices, desegregation and voting law reforms are instituted.

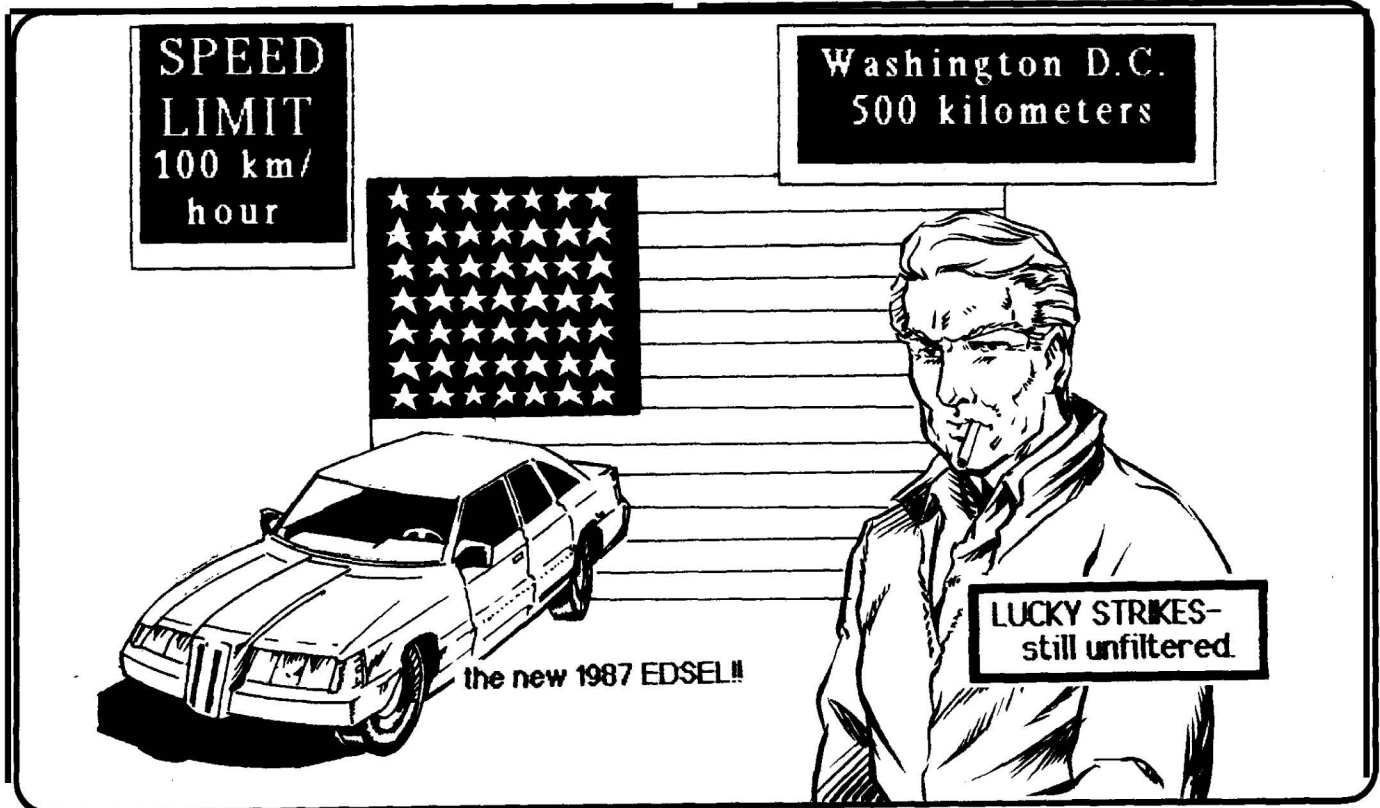
1972: Joe Kennedy wins another close victory over the Patriotic Party Candidate. Relations with Germany, never good, take a turn for the worse when Germany annexes Spain and Portugal.

1974: The first mutant super-villain appears. **DeathMonger**, a mutant brick, crashes into the White House, survives a hail of secret-service bullets, and kills President Kennedy. Anti-Mutant demonstrations, fomented by the Patriotic Party, sweep the U.S.

1976: Nicholas Dyson, Patriotic Party candidate, triumphs over the Republican-Democratic coalition. He quickly introduces anti-mutant legislation and works to restrict "nonessential civil liberties" like freedom of the press and freedom of assembly. He also works to increase U.S. defense spending and clamp down on "subversives."

1980: Dyson wins a re-election. Backed by his election victory, Dyson continues his crusade against all things that are "un-American." With official approval, foreigners are intimidated and mutants are lynched. Some of Kennedy's most progressive racial legislation is overturned.

1982: Superpowered mutants seize Dyson for ransom and destroy the White House. When the ransom is not given, Dyson is slain on public television. Using this event, Patriotic Party personnel whip anti-Mutant hysteria into a fever pitch. Moreover, Patriotic Party operatives are able to forge evidence that links the attack to German agitators. Riding a wave of popular opinion, Richard Furr, Dyson's vice-president, institutes sweeping measures to enable law enforcement groups to combat "anti-American" activities. The Anti-Subversive Act of 1983 was designed to combat the activities of mutants and communists, the two groups considered to present a threat to America. Suddenly, hundreds of activities — ranging from anti-government agitation to helping conceal mutants — are defined as treason and are punishable by death. Citizens are





advised to keep watch on their neighbors and to report mutants or communists to proper authorities.

1983 : Mutant activists create the MDL (Mutant Defense League) to help protect mutants from the new government measures. After numerous policemen are injured or killed by the group, President Furr authorizes the creation of the Bureau of Genetic Purity (BGP), an elite group of soldiers trained and armed to fight mutants.

1984: Furr wins re-election on the Patriotic Party ticket. Under Furr's direction, more and more government posts fall into Party hands. Furr's efforts to abolish Congress are ruled unconstitutional in the Supreme Court, even though they were passed by the Party-controlled Senate and House.

1985: In Panama, German-backed guerillas seize power from what had been a oligarchical government friendly to the U.S. President Furr, fearing a threat to the Panama canal, calls for a U.S. invasion. Although the marines are able to conquer the cities and urban centers, they are unable to subdue the countryside. Furr's political standing is slowly undermined by the costly war.

1986: Students begin to protest against the war and the general conservative nature of the U.S. Although police use dogs and water cannon, they are unable to totally prevent student demonstrations.

1987: Student protests continue. Furr's political standing plummets, and many members of Congress call for the U.S. to pull out of Panama.

OVERVIEW

Remember that when **GMing** adventures in this world, innumerable small things will be different. Due to the anti-foreign efforts of the Patriotic Party, there will be no foreign cars. Trees will be in different places and newspapers will have different names. Sports teams will come from different cities. The Bell system was never broken up. Hair and clothing will be changed, as will colloquialisms and street-slang. In short, use your imagination. Any time you can hit the players with something out of place, do so. Don't say that they see a Datsun, say that they see an Edsel. Pay phones cost only one dime and are not touch tone, only dial. Measurements are all made in metric. You get the idea.

APPENDIX B: THE NAZI PARTY IN 1931

In 1931, the NSDAP (National Socialist German Workers' Party) was a party on the rise. In the most recent elections — held in September 1930 — the Nazis earned 18% of the vote and 107 delegates in the Reichstag, almost 9 times their previous total. In rowdy street demonstrations dominated by SA toughs, the Nazis succeeded in intimidating many political opponents and discrediting the Republican government. Although not yet the single largest party — this would not occur until July 1932, the NSDAP was a force to be reckoned with in the German political arena.

Nor was the Republican government powerful enough to withstand this challenge. The Weimar Republic had been crippled since it accepted the harsh Versailles peace terms in 1919. Many Germans felt that the Republican government had betrayed the army by surrendering a war that the Germans were winning.

Moreover, in 1931, Germany was buffeted by the worldwide economic depression. Unemployment soared and Chancellor Heinrich Brüning, backed by the powerful army, used a loophole in the constitution to govern by decree. This further weakened the moderate democratic political parties, and as German politics became more polarized, the German political center disintegrated. Desperate voters switched to the parties of the radical left and radical right in large numbers.

Into this maelstrom of political chaos came the Nazi party. Unlike the other, more rational parties, the Nazis offered a solution to all of Germany's problems. The Nazi creed was a confused blend of socialism and populism; it was simultaneously nationalist, expansionist, and strongly anti-Semitic. Nazis openly advocated the overthrow of German democracy and the current Weimar constitution.

This Nazi program was formulated almost entirely by the upper ranks of the NSDAP: there was little input from below. The Nazi party elite, centered around Adolf Hitler, ruled the party with a collective iron fist. They were a curious and desperate group of men, united only in their quest for power. Since these men play a central role in *Wings of the Valkyrie*, a short character sketch of each will prove useful for the GM. They are listed in approximate order of importance in 1931.

NAZI PARTY LEADERSHIP, 1931

Adolf Hitler: The Führer (leader) of the Nazi Party, Hitler was a commanding speaker and a canny politician. A World War I corporal, Hitler has a 13 BODY, a 33 Presence, and appropriate skills.

Rudolf Hess: As Party secretary, Hess was Hitler's right-hand man. Hess was an early proponent of Nazi political doctrines and was a sounding board for Hitler's ideas. Hess is willing to die for Hitler; he will, for example, stand between Hitler and gunfire.

Maj. Ernest Roehm: The leader of Hitler's SA, Roehm was an ambitious military officer who saw an important role for the SA as the "Peoples' Army" of a future Nazi state. Roehm is a trained soldier and always carries a loaded pistol.

Gregor Strasser: Strasser was a Nazi organizer from Northern Germany and was Hitler's only real rival for Nazi party leadership. Strasser is ambitious and has little love for Hitler.

Hermann Goering: A former World War I fighter pilot, Goering was the chief Nazi delegate in the Reichstag. Goering was a long-time confidant of Hitler, and in the early days of the NSDAP, he had commanded the SA. Goering knows how to handle a gun, and always carries one.

Joseph Goebbels: The leading Nazi propagandist and party "intellectual," Goebbels was a brooding, cynical, cripple. He was nonetheless a forceful speaker, and frequently gave speeches for large German audiences.

Alfred Rosenberg: The primary Nazi “philosopher”, Rosenberg helped shape many of Hitler’s ideas. Rosenberg idolized Hitler and was granted many small favors by the Fuhrer. Like Hess, Rosenberg would gladly give up his life to save Hitler’s.

Heinrich Himmler: The commander of Hitler’s bodyguard SS unit, Himmler would create the Nazi death camps. Himmler was a petty, bureaucratic killer, who sneered at Roehm’s undisciplined SA.

This is the Nazi clique that the PCs will confront at the climax of *Wings of the Valkyrie*. These men are simultaneously grandiose and pathetic. As William L. Shirer writes in *The Rise and Fall of the Third Reich*.

In a normal society they would surely have stood out as a grotesque assortment of misfits. But in the last chaotic days of the republic they began to appear to millions of Germans as saviors. And they had two advantages over their opponents: they were led by a man who knew exactly what he wanted and they were ruthless enough, and opportunist enough, to go to any lengths to help him get it.

As the year 1931 ran its uneasy course, with five million wage earners out of work, the middle classes facing financial ruin, the farmers unable to meet their mortgage payments, the parliament [Reichstag] paralyzed, the government floundering, the 84 year-old President fast slipping into the befuddlement of senility, a confidence mounted in the breasts of the Nazi chieftains that they would not have long to wait. As Gregor Strasser publicly boasted, “all that serves to precipitate the catastrophe is good, very good, for us and our German revolution.”

ADDITIONAL READINGS

- A History of the Holocaust*, by Yehuda Bauer.
- A History of Nazi Germany*, by Joseph W. Bendersky.
- The Face of the Third Reich: Portraits of the Nazi Leadership*, by Joachim Fest.
- Path to Dictatorship 1978-1933: Appendix A-D, No Single Author.*
- The Rise and Fall of the Third Reich*, by William L. Shirer.

CHILDREN OF THE HOLOCAUST



The Children of the Holocaust is not your average supergroup. The members have few common interests and combine to make a poor team. It is all Weismann can do just to keep fights from breaking out. There is only one thing that unites the group: each member suffered as a result of Hitler’s holocaust. Thus, although some members are superheroes and some are supervillains, everyone in the Children of the Holocaust has a personal reason to see Operation Valkyrie succeed.

The clear leader of the Children of the Holocaust is Henri Weismann. He organized the group, found its members, and convinced all of them to join. Although only a “normal,” Weismann has earned the respect and admiration of the more powerful team members.

GM’s Note: Some members of the Children of the Holocaust (especially Henri Weismann and Jacob Litvak) have skills and disadvantages from *Danger International* or *Super Agents*. If you do not have access to these games, just ignore them.

White Rose						
VAL	CHAR	Cost	Cost	Powers	END	00+ Disadvantages
20	STR	10	78	78 pt multipower		20 Idealist (irr)
35	DEX	75	8 u	3D6 HKA Armor Piercing (406 w STR) 1/2 END	7	20 Loves Germany — is a superpatriot (irr)
13	CON	6				8 Fearless/Reckless (irr)
12	BODY	4	8 u	3D6 HKA Damage Shield (4D6+1 w STR) 1/2 END	7	8 Hatred of tyranny
13	INT	3			2	15 Is a composite mind, slow to reach decisions if not in combat.
10	EGO	0	20	Martial Arts		20 Hunted by East German Police 8-
15	PRE	5	10	+ 5” Running (11” total)		15 Hunted by ODESSA 8-
12	COM	1	10	Acrobatics 16 –		15 Secret ID
6	PD	2	10	1/4 END Strength	1	64 Experience
3	ED	0				
8	SPD	35				
7	REC	0				
26	END	0				
29	STUN	0				
141 (CHA Cost) + 144 (Power Cost) = (Total Cost)285 =						Disadvantage Total



Henri Weismann (Dr. James Forrestal)

/AL CHAR Cost			Cost	Powers	END	100+ Disadvantages
20	STR	10	30	2D6 RKA Explosion — 8 charges (+ Additional Clips)	0	3 Distinctive Looks (Holocaust register marks)
20	DEX	30				
13	CON	6	7	Id6 HKA (2D6 w Strength)	3	3 Reputation (Recognized on 1 1 -)
15	BODY	10	20			
23	INT	13		Karate and Advanced Karate (Martial Arts)	3	25 Hunted by ODESSA on 11-
15	EGO	10	10			
18	PRE	8		7 PD/5ED Armor (activates on 14-)	0	10 Monitored by MOSSAD on 14-
14	COM	2	10			
7	PD	3	8	10 pts Ego Defense (15 pts total)	0	5 Friend (DNPC) Jacob Litvak (Comp, Infrequent)
5	IED	2				
4	SPD	10		+4" Running (total 10")	2	20 Is obsessed with Nazis
7	REC	0	3			
26	END	0	5	Skills		15 Absolutely will not use guns (irr)
32	STUN	0	3			
			3	Pilot (Light Aircraft)		14 Experience
			5	Shadowing on 12-		
			3	Demolitions on 11 -		1 OAF — M79 Grenade Launcher 2 OAF — Knife 3 OIF — Flak Jacket
			3	Paramedic on 14-		
			3	Streetwise on 13-		
			3	Disguise on 13-		
			3	Driving on 13-		
			3	Bureaucrats on 13-		
			3	Breakfall on 13-		
			5	Climbing on 13-		
			5	Stealth on 13-		
			2	Germany Culture Kn on 11-		
			4	Nazi Party Kn on 13-		
			12	+4 with Knife		
			16	+2 in Combat		
			20	+2 Overall Levels		
			13	Fluent in German, French, Hebrew, Idiomatic English		
104(CHA Cost) + 191 (Power Cost) = (Total Cost) 295 =						Disadvantage Total



WHITE ROSE

Erich Kessel was a student at the University of Berlin during 1941. Disgusted by Hitler's excesses, Kessel joined the White Rose, a group of students that covertly protested against the Nazi government. Kessel, a German patriot, felt that Hitler's bloody excesses were ruining Germany. In 1942, with the Gestapo close on their heels, Kessel and 12 other students hid in a basement of a condemned building. Unbeknownst to Kessel, the building was targeted for demolition within the hour. Before the students could get out a wrecking crew knocked the building down, trapping the students. As air ran out, Kessel and the others vowed that "no matter what happens" they would all work as one to fight against Hitler. One by one, the students went to sleep.

To the surprise of all, and Erich in particular, the group woke up in 1949 when the building was rebuilt. Somehow, the consciousnesses of all 13 students had survived in Erich Kessel's body. Moreover, imbued with the strength of the "White Rose," Kessel now had the power to bring good to his beloved Germany. After a short debate, the 13 minds inhabiting Kessel's body agreed that they should use the power given them to perform good. Since that date, Kessel has been a European hero, seen frequently in Bonn, Berlin, and Vienna.

White Rose wears a scarlet costume with white tapered gloves and white tapered boots. On his chest is the emblem of a white rose.

HENRI WEISMANN

Henri Weismann was born in Vienna in 1930. In 1940 he and his family were herded into Buchenwald prison camp and by 1944 Henri was the sole survivor. Needless to say, the experience scarred him for life. While at the prison camp Henri developed a friendship with the older Dr. Litvak. After the war, Weismann immigrated to America and attended Columbia University. After graduating, Weismann was arrested for trying to knife several anti-Zionists, and thrown in jail. He was freed from prison and sent to Israel as part of a diplomatic trade.

Once in Israel, Weismann immediately joined the Mossad, Israel's intelligence service. The Mossad trained Weismann in the intricacies of espionage and Weismann became one of the agency's most skilled field agents. But Weismann was always a security risk; he was too independent to make a proper spy. He was constantly leaving his post to carry out personal vendettas against ex-Nazis. In 1979, Dr. Litvak told him that a time machine might be feasible and Weismann immediately formulated the basic plan for Operation Valkyrie. He also requested a transfer to America so that he could watch out for Dr. Litvak. He then assembled the Children of the Holocaust as a super-team that he could trust to work on Operation Valkyrie.

Weismann is a handsome, muscular man who keeps in shape through regular martial-arts workouts. He always carries his knife and wears conservative clothes.



Danube			YAL CHAR Cost		Cost Powers	END	00+ Disadvantages
50	STR	30	13	EC — Water Powers (25pts)		25	Berserk 14- if he sees Slavs being hurt, recover 11-
20	DEX	30	18	2 Levels Growth Always On (Bonuses already figured in)		0	20 2X Stun, BODY from heat
18	CON	16	8	30 Strength TK		6	20 3D6 damage if out of water for more than 1 hr.
24	BODY	20	8	(Only where water is present +1/2)		12	10 Ephemeral body, cannot do fine work
8	INT	-2	23	6D6 NND Drowning: Life Support (Only to Grabbed Opponents +1)		5	15 Considers himself to be defender of all Slavs
8	EGO	-4	12	5" Stretching		6	20 Hunted by KGB
35	PRE	15	47	3/4 Resistant Physical Damage Reduction		0	10 Public ID
8	COM	-1	17	Invisibility to normal, IR, UV		2	15 Unusual Looks 14- Experience
14	PD	5	18	Desolid 8 Def, 8 Body (Can only pass through walls that are permeable to water +1/2)		8	
12	ED	6	14	-9" KB resistance		0	
4	SPD	10	12	1/4 END strength		2	
12	REC	0	5	Life Support (Breathes underwater)		0	
56	END	10	14	+7" Swimming (9" total)		2	
49	STUN	0					
135 (CHA Cost) + 201 (Power Cost) = (Total Cost) 336 = Disadvantage Total							

DANUBE

Danube is a nearly immortal being whose body is made up of water. Danube, who has always been connected with Slavic peoples, is able to manipulate water easily. Although his actual origin is unknown, he considers himself to be a Slav and is most often seen in Yugoslavia. He is the defender of all Slavic peoples, and will do anything to protect individuals with a Slavic background.

Danube was particularly busy during World War II. He worked hard to save what Slavs he could from Hitler's death machine. He aided Tito's partisans and fought ferociously against Nazi super-villains. When the war ended he helped the war-torn Slavic nations of Southern Europe rebuild. Since then he has stayed busy helping his adopted people.

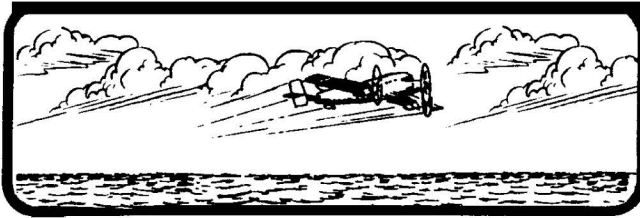
Danube wears no costume: he appears to be made of water. He can contort his body into many shapes and sizes.

Sampson			/AL CHAR Cost		cost Powers	END	100+ Disadvantages
75	STR	60	12	1 Level DI, Always On		0	20 Loses all powers when hair is cut off
17	DEX	21	4	+2D6 with Punch		2	20 Berserk if "Sampson" is insulted 14-, Recover 11-
33	CON	36	7	+6PD Armor		0	20 Thinks he is Sampson when in Super-hero guise (irr)
19	BODY	16	13	Regeneration 2 BODY (Only if hair is long +1/2)		2	10 Hatred of anything that is Philistine (irr)
10	INT	0	5	Instant Change		0	20 Hunted by Syrian Intel 8-
10	EGO	0	38	1/4 End Strength		2	20 DNPC "Delilah" (Incomp, Occ)
20	PRE	10	10	+2 in H-to-H		15	15 Secret ID (Israeli Soldier)
14	COM	2				44	44 Experience
24	PD	7					
22	ED	15					
4	SPD	13					
20	REC	0					
56	END	0					
67	STUN	0					
180 (CHA cost) + 89 (Power Cost) = (Total Cost) 269 = Disadvantage Total							



Svargali

/AL	CHAR	Cost	Cost Powers	END	11 00+	Disadvantages	
13	STR	3	05	70 point Variable Power Pool		10	2D6 from religious artifacts
20	DEX	30				20	Vengeful (irr)
13	CON	6		Spell Package A- Lookout		20	Superstitious (irr)
9	BODY	-2	43	X-Ray Vision, XI 00 Telescopic,		10	Hates Germans (irr)
18	INT	8		Danger Sense on 13- (OIF Gem)	0	5	Only one eye — no depth perception
11	EGO	2	20	Desolid 8 Body, 8 Def (OAF Staff)	8	20	Hunted by Evil Demon 8-
20	PRE	10	7	5" Flight, (OIF boots)	2	25	Hunted by Evil Sorcerors 8-
12	COM	1		Spell Package B-Combat		10	Unusual Looks (one eye) 11-
6	PD	3		12PD, 10ED Force Wall at 1/4 END (OAF Staff, Doesn't protect against magic +1/4)		15	Secret ID
5	ED	2	37			10	Villain Bonus
6	SPD	30					
6	REC	0		Evil Eye — 1 D6 RKA, Penetrating, Uncontrolled Continuous, 1/4 END cost (0 DCV while in use — is blind +1/2)	3		
26	END	0	32				
27	STUN	4		Occult Kn on 14- Gypsy Kn on 14- Magic Skill on 18- 3 levels with magic			
97 (CHA cost) + 154 (Power Cost) = (Total Cost) 244 =						Disadvantage Total	



SAMPSON

Growing up in Ukraine, Eli Scharanski's favorite hero was Sampson of the Old Testament. All day Eli would pretend that he was the hero, killing Philistines and winning the love of Delilah. He wore his hair long and pretended to be very strong.

Disaster struck Scharanski when the Germans arrived. His father was exported as a laborer to Germany and his mother **was** forced to work to feed the family. Left to his own devices, Eli began to think that "if I were Sampson, I'd..." As the war got more fierce, Scharanski's thoughts turned again and again to his hero. Finally, one day Eli saw a German soldier slap his mother for being impudent. Eli though only 10, grabbed a nearby stick and attacked the soldier. To his surprise he felled the soldier in one blow. Through constant thought he had become just like his hero! Scharanski happily ran off to fight Germans, whom he insisted on calling "Philistines." For the rest of the war Eli fought behind the lines in Ukraine.

After the war, Scharanski moved to a kibbutz in Israel. He has fought admirably in all of Israel's wars and is an upstanding member of the IDF (Israeli Defense Forces). He has never again seen his father.

Sampson wears the skin of a lion and carries the jawbone of an ass. He is an extremely muscular man.

SVARGALI

Svargali is a Gypsy sorcerer who learned his magics on mother's knee. Svargali's family was caught in Czechoslovakia in 1940 and sent to a prison camp. Using his spells, Svargali escaped from the camp and fled to the hills of Czechoslovakia where he practiced black magic. After several months he came down from the mountains and attacked German military installations.

But using black magic took its toll on Svargali. Although he gained the desired revenge against the Germans, he was forced to follow the path of evil. Since the end of the war, Svargali has been an international fugitive. He lives in a magical wagon high in the alps and is always in search of more powerful magics.

Svargali wears a variegated multicolored Gypsy costume. He only has one eye, and it glows whenever he uses it to cast a spell.





Dr. Jacob Litvak

/AL CHAR Cost			Cost Powers		ENC	100+ Disadvantages	
8	STR	-2	24	Time Machine (See Text)		3	Distinctive Looks (Holocaust register marks)
11	DEX	3	25	Temporal Chronograph (See Text)			
8	CON	-4				5	Age (60+)
12	BODY	4				20	Depressed — Thinks about Eva frequently
30	INT	20		Skills		15	Scientifically curious (irr)
15	EGO	10	3	Scientist		1	Monitored by University 8-
15	PRE	5	11	Physics on 21-		24	Experience
12	COM	1	8	Advanced Mathematics on 18-			
3	PD	1	6	Time-Travel Physics on 17-			
3	ED	1	3	Scholar			
3	SPD	9	10	History Kn on 20-			
4	REC	0	6	Time-Machine Kn on 16-			
16	END	0	5	Computer Programming on 16 -			
20	STUN	0	20	+4 with INT skills			
48 (CHA Cost) + 121 (Power Cost) = (Total Cost) 168 =						Disadvantage Total	

'DR. JACOB LITVAK

Always a precocious child, young Jacob demonstrated **extraordinary** skill at math. At age 20 he received his PhD in **Physics** from the University of Berlin. Never overly concerned with real-world politics, Jacob—though a Jew—saw no reason why he couldn't work in Germany.

But in 1941 Litvak and his young wife Eva were herded into Buchenwald prison camp. Before the allies liberated the camp, Eva was dead and Jacob was only a shadow of his former self. He immigrated to the United States and became Henri Weismann's legal guardian. He then joined the University and began work on temporal physics. In 1976, while working on a government project, Litvak achieved a breakthrough by mathematically predicting the occurrence of a **timeline** weak-point. He completed a small prototype in time for the next weak-point, and was able to secure a still larger government grant. Since then he has been working on a larger model of his time machine.

Litvak is very obviously old; he is thin and his hair is graying.

STARLET

Linda was born of a German mother and a British father in 1937. Her parents were very rich and they spoiled their only daughter. As she grew up, Linda attended the most expensive play camps, wore costly clothes, and owned several ponies. As a girl of 7, it seemed that there was nothing that her parents couldn't provide.

But unfortunately for Linda, "Daddy" was actually a spy for the OSS. When discovered by the Gestapo in 1943, Mr. Merriweather was sent to a prison camp and the family was financially ruined. Linda and her mother were forced to eke out an existence until Hitler's Germany collapsed in 1945.

Once she became a woman, Linda realized that she was able to manipulate men to her advantage. Vowing never to be poor again, she left Germany in 1967 and traveled to the United States. Calling herself the Starlet, Linda has used her powers to rob banks and engage in blackmail. Today, although no longer quite the "looker" that she was in the **1960s**, Linda is still usually able to have her way.

Starlet

/AL CHAR Cost			Cost Powers		END	00+ Disadvantages	
10	STR	0	25	EC — Mental Powers		30	2X Stun, BODY from Physical attacks
14	DEX	12	38	8D6 Mind Scan, +7 to roll,		25	Berserk 14- when physically struck, recover 11-
13	CON	6	25	1/4 END (Cannot attack +3/4)	3	0	Likes attention from men (irr)
11	BODY	2	25	50 pts Ego Defence (53 total)		5	Likes to dominate men (irr)
13	INT	3	37	5D6 Ego Blast 1/2 END		10	Not combat oriented: uses bad tactics
20	EGO	20	17	1 OD6 Mind Control		5	"Unusual" Looks (stunning) 8-
15	PRE	5		(Men Only +1/2)	10	15	Secret ID
20	COM	5	25	+5D6 Ego Blast, (Men Only +1/2, Only When Berserk + 1/2)	10	64	Villain Bonus
5	PD	3					
5	ED	2	20	Missile Deflection 12-	0		
5	SPD	26	3	Seduction on 12-			
5	REC	0					
46	END	10					
23	STUN	0					
94 (CHA Cost) + 190 (Power Cost) = (Total Cost) 284 =						Disadvantage Total	



WINGS OF THE VALKYRIE

In the University Physics building, a man lies dying, murdered by an unseen assailant. Who stabbed him? And what secret lies hidden within the building's walls? It is up to you to ensure that justice is served and the dilemma resolved.

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